

2ND EDITION—1983

Machiavelli

AVALON HILL'S TRADEMARK NAME FOR ITS GAME OF RENAISSANCE INTRIGUE



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2nd Edition – 1983 Rulebook

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Note 1: On the jacket of the rulebook there is a clearly stated 2nd Edition 1983 sticker. But most people generally considered the Avalon Hill 1995 edition the 2nd edition. Maybe an idea to call these rules the 1.5 Edition (between 1 and 2).

Note 2: the original page numbering is given in grey between brackets, ie: [page 14] means, that page 14 of the original rulebook starts at the inserted place.

[page 2]

INTRODUCTION

I. GENERAL

MACHIAVELLI recreates the historical situation of the fast developing and ever shifting balance of power struggles in Renaissance Italy. MACHIAVELLI can be played by two to eight players. The players maneuver their forces over the map in order to conquer neighboring territories while attempting to fulfill the game's Victory Conditions. Information is provided for recreating the balance of power in four different eras, and for setting up numerous variant scenarios in each era to provide a large variety of games that can be played using the same rules.

There are five major Italian powers: The Republics of Florence and Venice, the Duchy of Milan, the Kingdom of Naples, and the Papacy (which was very much a secular power in this era). There are three major foreign powers: Valois France, Hapsburg Austria, and the Ottoman Turks, all of which are partially shown on the mapboard. All of these states, singly, or in combination, compete for the control of the Italian peninsula. Up for grabs are the independent, non-aligned, and autonomous states and provinces as well as your opponent's territories.

In MACHIAVELLI, you control the fortunes of one of eight major powers through a tangled web of intrigues, bluffs, naked displays of power, and infamous doublecrosses. Through careful planning, skillful negotiating, and a subtle and unerring sense of timing, you may be able to accomplish what historically was unattainable—the unification of Renaissance Italy.

New gamers should not be overwhelmed by the length of this rulebook. Although much space must be devoted to detailed explanations of special situations that can arise during play, the basic concepts are simple and straightforward. The rules do not have to be memorized. It is recommended that they be read carefully until the basic concepts are understood. Then everyone should sit down to play a game. If a question arises, the rules can then be consulted. To ease the learning process, the rules have been divided into three sections of increasing complexity. Beginners should learn and then play the Basic Game first. Once confidence is gained in this game, they may then proceed to the Advanced Game and Optional Rules. In this way, players can learn a complicated game in easy steps.

II. GAME COMPONENTS

The following items should be included in the box, and are used for the play of MACHIAVELLI:

A. MAPBOARD

The mapboard shows, in a somewhat simplified form, the various principalities of Renaissance Italy and her immediate neighbors. The following features are important to play.

PROVINCES: The land areas (green colored) are divided by black lines into different regions called provinces. Those provinces that border water are called coastal provinces.

NATIONAL BORDERS: Many of the provinces are grouped together by colored borders into countries. There are eight different countries on the board representing the eight major powers in existence in 1454.

SEA AREAS: The various seas (blue colored) on the mapboard are divided into different areas called sea areas.

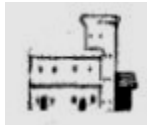
CITIES: There are two kinds of cities—fortified and unfortified.



Fortified—These locations within the provinces play important roles in measuring a country's wealth, in determining victory and as a haven for Garrison units. Some fortified cities have a red number which indicates an enhanced value when playing the Advanced Game.



Unfortified—Unfortified cities are like fortified cities except that they cannot be occupied by garrisons.



FORTRESSES: These are not cities. Fortresses are used only as places that garrisons may occupy. They are not used in all scenarios. It will be noted in the scenario being played whether they can be used or not.



PORTS: Those cities and fortresses which have a chain and anchor also serve as ports.

B. UNIT COUNTERS

Contrasting colored die cut counters are provided for the play of MACHIAVELLI. There are two sheets of these counters, and, when punched out, provide over 500 playing pieces for the game. They are divided into units and markers. The "units" represent the various military forces available to the opposing sides. The markers are used to aid in play of the game. It will be to your advantage to keep the units separated by color and type, once punched out, as this greatly facilitates setup and play of the game.

There are eight sets of playing pieces. Each set has a distinctive color and coat of arms associating it with one major country.

Every set contains 26 military units comprised of 8 fleets, 12 armies and 6 garrisons plus 19 markers comprised of 12 control markers and 7 assassination markers.

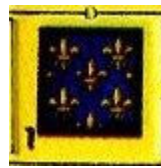
MILITARY UNITS



Army

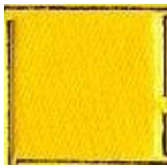


Fleet



Garrison

MARKERS



Control



Control Assassination * used only with Optional Rules

NATIONALITY

Major Power	Color
Naples	Blue
Turkey	Pink
Venice	Brown
Papacy	Orange
Austria	Red
Florence	Lt Brown
Milan	Green
France	Yellow

There are four types of markers not assigned to any of the major powers. (The number provided in the game is shown in parentheses):



Independent Garrisons (#40)



Ducats (#80) *



Revolt (#20) *



Famine (#20) *

* used only with Optional Rules

C. ORDER SHEET PAD: Each player uses one sheet from this pad on which to write orders for the military units.

D. RULES AND SCENARIOS MANUAL: This booklet contains all rules for the play of this game, and the information for the various scenarios. Additional reference material is also included. For ease in locating various rules, a Table of Contents is provided inside the front cover.

E. GAME TABLES CARDS: These four identical cards contain the charts and tables, plus other material that players will want for reference during a game. They also contain a Conference Map which players can use for reference when negotiating with other players.

F. DICE: Two ordinary sixsided dice (needed only for Advanced Game and Optional Rules).

G. INVENTORY

1. Mapboard
2. Two Sets of Playing Pieces
3. Order Pad
4. Rules and Scenario Manual
5. Four Conference Maps
6. Two dice

Players must provide their own pencils to write orders on their Order Sheet. Pencils are not included in the game.

[page 3]

PREPARE FOR PLAY

I. SELECTION OF SCENARIO AND SIDES

Level of play: determine first whether the Basic or Advanced Game is to be played.

If the **Advanced Game** has been selected decide which **Optional Rules** (if any) are to be added.

II. MAPBOARD SET UP

A. MACHIAVELLI can be set up and played on any smooth, level surface, but a table that is large enough to allow the placement of the mapboard and all other game materials (Order Sheets, extra unit counters, dice, etc.) makes the ideal playing area. The players should be ideally seated around the table in close proximity to their home provinces.

B. Players should select the units needed for the game, and place them as designated in the selected variant on the mapboard.

B. SCENARIO: Select a scenario from the scenario section of this booklet. All the information necessary for the setup is included with the individual scenarios. The major scenarios are listed in chronological order, and the variants of each scenario tell the proper number of players for that particular variant. You choose the variant that corresponds to the number of participants in the game.

C. SIDES: Mix together one of the same type of military unit for each of the participating countries. Each player, in turn, draws one without looking. He will play the country picked.

III. ORDER SHEET SET UP

A. All scenarios begin with the Spring Campaign of a particular year, the year being determined by the scenario. Each Campaign is individually identified by the season and the year, for instance "Spring, 1385".

B. The years should be filled in consecutively on the YEAR line on the Order Sheet. For instance, a game starting in 1385 would be filled in "1385", "1386", "1387", etc.

C. It is useful for each player to write his name and the name of his country at the top of the Order Sheet to establish ownership for that sheet.

BASIC GAME

I. INTRODUCTION TO THE BASIC GAME

The Basic Game Rules cover all information needed to play MACHIAVELLI in its simplest form. After reading this section of the rules, it is suggested that the new player play through the Introductory Game for further clarification of these rules. The Basic Game covers the basic mechanics of the game, while the Advanced and Optional Rules build on the Basic Game to introduce more topics, and to add additional realism and complexity to concepts that have already become familiar through the play of the Basic Game. Not all units are required to play the Basic Game; the Assassination units, the Ducat units, the Revolt units, and the Famine units are not used.

II. BASIC FLOW OF THE GAME

The players look over the mapboard, make their evaluation of the situation, then try to negotiate and make deals with other players to carry out their plans. Based on the results of their negotiations, and on their plans, the players then simultaneously and secretly make notations on their Order Sheets for the individual orders of their own units. These units are then moved exactly as marked, if possible, and the conflict resolution takes place as the moves are made. This cycle is repeated during every Campaign. There is an additional Phase during the Spring Campaign when new military units are placed on the mapboard.

III. HOW TO WIN— THE OBJECT OF THE GAME

A. To win, a player must gain the control of new provinces, especially provinces that contain cities. The Campaigns continue, one after another, until, at the end of a Campaign, one player controls the required number of cities.

B. For the Basic Game, the winner is the first player to control at least twelve cities, including all the home country cities and at least six conquered cities, at the end of a Campaign.

IV. SEQUENCE OF PLAY

Play begins after all set up and preparation is complete. The game is played in "Campaigns", each Campaign representing the passage of a season during a year—thus, each year consists of a Spring Campaign, a Summer Campaign, and a Fall Campaign (there is no Winter Campaign, as military operations normally ceased during cold weather in this era), in that order. Each Campaign is divided into Phases which must be carried out in a specific order. The exact Sequence of Play, which is repeated during every Campaign of the game, is in this order:

A. MILITARY UNIT ADJUSTMENT PHASE: This is done only during Spring Campaigns. During this Phase, all players may place new military units on the mapboard, or remove excess military units from the mapboard.

B. NEGOTIATION PHASE: This is done during all Campaigns. During this Phase, the players may talk to each other, either openly or secretly, to form pacts, alliances, or plot joint actions.

C. ORDER WRITING PHASE: This is done during all Campaigns. During this Phase, each player secretly writes the proposed orders for each of their military units on their Order Sheet. Specific notations are used to indicate specific movements or actions by each military unit.

D. ORDER EXECUTION AND CONFLICT RESOLUTION PHASE: This is done during all Campaigns. When all players have completed writing their orders, all units are simultaneously moved, exactly as written on the Order Sheets. Although this is considered to be simultaneous, it is impractical for all players to actually move all of their units at exactly the same time. For this reason, the players should read their orders aloud and make their moves in clockwise order, with conflicts being resolved as they occur.

V. THE MILITARY UNIT ADJUSTMENT PHASE

A. GAME START: The Military Unit Adjustment Phase is only performed during Spring Campaigns. The initial set up and placement of military units at the start of a game counts as this Phase for the first Spring Campaign of the game. (Note that in many cases this initial set up allows more military units on the mapboard than would ordinarily be allowed).

B. PROCEDURE: At the start of each Spring Campaign\ all players count the number of cities they control anywhere on the board and the number of military units they have on the map board.

1. If a player controls more cities than the number of military units he has on the mapboard, extra military units may be placed on the map board until the total number of military units equals the number of controlled cities (if possible).
 - a. New military units may only be placed in provinces of the player's home country. They must be controlled by the player and contain a city (either fortified or unfortified). They may be placed either in the city or the province as the player desires.
 - b. Only one new unit may be placed in each province. They may be placed in the province if another unit is already in the city, or in the city if another unit is already in the province, but new units may not be placed in both the city and in the province.
 - c. New units may not be placed in provinces or cities that are not part of the player's home country
 - d. Old military units may not be traded for new ones. For instance, a player could not remove an Army unit from the mapboard and replace it with a Fleet unit.
 - e. It is possible that a player will not be able to place all the new military units allowed. In this case they are simply not placed on the mapboard. The number and types of military units provided for each major power are the maximum any one player is permitted to have in play.
 - f. Only Garrison units may be placed in cities (and they must be fortified). Armies must be placed in a province containing a city. Fleets may be placed only in provinces that contain a port city.
2. If a player controls less cities than the number of military units he has on the mapboard, excess units must be removed until the total number of military units exactly equals the number of controlled cities. The units to be removed are at the controlling player's discretion, and can be any military units he has anywhere on the mapboard.
3. If the number of military units which a player has on the mapboard exactly equals the number of controlled cities, there are no changes made to those units.
4. Players secretly write down in the Summer Finance Section of their Order Sheet the type and location of each military unit to be built. (These build instructions are written here only because the Spring Finance Section has already been organized for the Advanced Game yearly financial statement. Finances are ignored in the Basic Game.) Once all instructions have been written, the Order Sheets are revealed and all new units are placed on the mapboard exactly as written.

C. DETERMINING CONTROL: To count a city for the Spring build and placement, a player must control the city and the province in which it is located.

1. In all but one situation, a player controls a province and any city within if he occupies (or was the last to occupy) either the city or province with one of his military units.
2. In the one situation where one player has a Garrison unit in a fortified city while another player has a Fleet or Army in that city's province then no one controls the city or the province.
3. If a city is unoccupied, a Fleet or Army that enters the province automatically gains control of the city within.
4. For purposes of control, Independent Garrison units are treated just as if they were another player's units. So control of a fortified city occupied by an Independent Garrison unit can only

[page 4]

be accomplished by a successful siege of the city and elimination of the Independent Garrison unit.

5. Once control is established, a player may move his military units out, and still retain control as long as no other player's military units enter the province. For ease in remembering who controls a province and city, players may mark their unoccupied provinces with Control units of their color.

D. THE CONTROL OF HOME COUNTRIES: The provinces controlled by each player at the start of a game constitute their home countries.

1. A player who controls no cities in his country at the end of a campaign season is eliminated from the game. All of that player's military units are immediately removed from the mapboard.
2. To gain complete control of another player's home country, one player must control all provinces and cities of that other player's home country at the end of a Campaign.
 - a. Once complete control is gained over another player's home country, the controlling player may start to use the conquered home country as if it were part of his own home country.
 - b. New military units may be placed on the map board during the Military Unit Adjustment Phase in the controlled city-containing provinces of the conquered home country. This can be done even if control over some of the conquered provinces is lost after the complete control is established.
 - c. Once a player has established complete control over another player's home country (or, over several other player's home countries), all provinces of the conquered home countries plus the player's original home country would have to be lost for that player to be eliminated from the game.
 - d. A player who gains complete control over a home country that was previously conquered by another player may start to use the conquered home country the same as if it were taken from the original owner (ie. as if it were part of his own home country).
3. The colored borders delineate the territories of the eight nations as they existed in 1454. These borders often changed, though, between the time of the first scenario (1385) and the last (1521). Consequently, the borders are at best just a guide to aid in locating the different countries for all scenarios but the '1454' scenario. The exact provinces that comprise a participating country are spelled out in the Setup Section of the scenario being played.

VI. THE NEGOTIATION PHASE

The Negotiation Phases are one of the keys to the successful play of MACHIAVELLI, as the agreements reached by players during these periods can have a far-reaching effect on the course of the game, and on the various strategies each player must adopt. During the Negotiation Phases, the players may say as much or as little as they wish. They may openly discuss plans and projects around the mapboard, or may go off in groups to keep their negotiations secret. The negotiations may cover threats, bargaining, joint planning, the exchange of information, the spreading of lies and rumors, etc. Despite appearances where some powers may seem to be in more favorable strategic positions than others, the true value of each power depends to a large extent on the controlling player's skill in negotiations.

- A.** During this Phase, the players may negotiate with each other. Negotiations can include the formation of long-term pacts or alliances, the plotting of joint actions, and/or the exchange of any types of information. Negotiations may be carried out publicly or privately—the Conference Maps are provided for reference by players who wish to move away from the mapboard for private discussions.
- B.** The object of negotiations is to influence other players to cooperate in some ways in various maneuvers. What players will agree to, or demand in return for cooperation is entirely up to the players involved.
- C.** Agreements may be made between two players, or among several players.

- D. Players may agree to anything that can be legally done within the framework of the game's rules. They may even support each other's military units, or transport each other's units by sea.
- E. No agreements made in negotiating are binding, even if written and signed in blood. A player must simply be trusted to honor any agreements that are made. If a player does not honor an agreement with you, you are simply out of luck. Determining each player's honesty is up to the players in the game, and is an integral part of playing the game.
- F. Players may set any desired and convenient time limits for the Negotiation Phase which they desire and feel proper. Normally, if you wish a game of under four hours length, a limit of five to ten minutes should be set.
- G. Although players will undoubtedly be talking to each other all through the game, they should try to restrict halting play in favor of discussions to only the Negotiation Phase.

VII. THE ORDER WRITING PHASE — MEANING OF THE ORDERS

- A. GENERAL RULES FOR WRITING ORDERS:** All military units are assumed to be carrying out their orders simultaneously. The orders for each unit must be secretly written on the player's Order Sheets before any unit is actually moved. It is suggested that players mark their Order Sheets with pencils, instead of with ink, to facilitate erasing. After the completion of writing, be sure to check over the written orders to be sure they are correct, complete, and legible. All players must use the notation system given in these rules, so that any other player looking at a notation would know exactly what it means.
1. One of seven possible orders can be written for a military unit. Each of these orders is expressed by a notation specifying the particular order given to that military unit. No unit may be given more than one order during a Campaign. For easy reference, these Military Orders are listed on the Game Cards.
 2. If necessary, the order notation is followed by the abbreviated name of the province or sea to which the action is directed. A province may be abbreviated by using the first five letters (if there are that many) of its name. For instance, "Otran" is the abbreviation for Otranto province. A sea may be abbreviated by using, capitalized, the first letter of each word in its name. For instance, "BOT" is the abbreviation for Bay of Tunis, "IS" is the abbreviation for Ionian Sea, etc.
 3. Orders for a military unit are written in the column of the current Campaign on the line containing the identification of the military unit. For instance, the orders for Army unit No. 1 for the Spring, 1385 Campaign are written in the Spring, 1385 column on line "A1" ("A1" = Army Unit No. 1). Orders should be written on all lines corresponding to the player's military units that are currently on the mapboard.
 4. Once the Order Writing Phase is over, no orders can be changed. Incorrect orders must be followed, if possible. Invalid orders (those which were written incorrectly, and are impossible to follow) are ignored, and the units they were written for merely hold.
 5. Players write orders only for their own military units. They may not write orders for other player's units or for the Independent Garrisons.
 6. Although a player may not write orders for other player's military units, there are times when, due to agreements reached during negotiations, a player may wish to write support orders to aid another player's military unit, or that will transport another player's Army unit. In these cases, the notation for that other major power must be written as part of the notation—if no notation of this type appears, the orders are assumed to automatically apply to the player's own units. For easy reference, the Major Power Notations are listed on the Game Tables Cards.
 7. The orders that can be given to each type of military unit are summarized as follows:
 - a. **FLEET:** Fleet units are the only type that can carry out all seven possible orders: **Advance, Besiege, Hold, Lift Siege, Support, Transport, or Convert.**
 - b. **ARMY:** Army units can carry out any of six possible orders: **Advance, Besiege, Hold, Lift Siege, Support, or Convert.**
 - c. **GARRISON:** Garrison units are the most limited type, and can carry out only three possible orders: **Hold, Support, or Convert.**

[page 5]

B. THE POSSIBLE MILITARY ORDERS: Each written order gives specific instructions to the unit to be carried out. These orders are written during the Order Writing Phase, and performed during the Order Execution and Conflict Resolution Phase.

1. **ADVANCE (A):** This order may be given to a Fleet or an Army unit. It tells the unit to advance into a specific province or sea. The name of the province or sea to be entered must be noted, also. For instance, the notation "A—Capua" orders a unit to advance into the province of Capua. When this order is carried out, the unit will actually be moved into Capua province.
 - a. A Fleet unit or an Army unit (except when transported) may advance only into an immediately adjacent province or sea during a Campaign. To be considered adjacent, the province or sea to be entered must have a common border with the unit's original location.
 - b. There may be no more than one Fleet or Army unit in each province or sea at one time. There may be no more than one Garrison unit in each fortified city or fortress at one time.
 - c. Only Garrisons are allowed in fortified cities or fortresses. Garrisons are not allowed in unfortified cities, provinces or sea areas. Garrisons may not be given orders except to 'hold', 'convert' or 'support'.
 - d. Army units (except when transported—see 6. below) may advance only on land, into an adjacent province. They may not advance into a sea.
 - e. Fleet units may advance from one sea to an adjacent sea; from a sea to a coastal province that borders directly on that sea (they are considered to be on the coastline); from a coastal province to an adjacent sea; and from one province to an adjacent province along the coastline. They may not advance from one province to another adjacent province if the movement is not along the coastline.
 - f. A Fleet unit in a coastal province, or on an island which contains a single province (Corsica or Sardinia), can be considered to be anywhere along that particular coastline. For instance, a Fleet unit in Otranto province could advance from there into the Lower Adriatic, the Ionian Sea, or the Gulf of Naples.
 - g. The presence of a Garrison unit in the fortified city or fortress of a province will not prevent any other military unit from entering or exiting that province.
2. **BESIEGE (B):** This order may be given to a Fleet or an Army unit. It tells the unit to besiege the enemy-held fortified city or fortress in the province in which it is currently located. For instance an Army unit in Florence province that was given the order "B" would besiege the fortified city located in that province. When this order is carried out, the unit will be placed under the Garrison unit in the fortified city.
 - a. An Army unit may besiege any fortress or fortified city. Fleet units may besiege only fortified cities and fortresses that are ports.
 - b. Only one unit may besiege a fortified city at one time. The unit counts as the military unit in that province, and no other unit may be in the province at the same time.
 - c. Units besieging a fortress or fortified city may be supported.
3. **HOLD (H):** This order may be given to a Fleet, Army, or Garrison unit. It tells the unit to remain in place (ie. do nothing). Invalid orders always become hold orders.
4. **LIFT SIEGE (L):** This order may be given to a Fleet or Army unit. It is just the opposite of the besiege order, and tells the unit to end a siege in which it is currently involved. When this order is carried out, remove the Fleet or Army unit from under the Garrison unit, and place it in the province. A unit that is besieging a fortified city or fortress may not be ordered to advance into another province until the siege has ended or been lifted.
5. **SUPPORT (S):** This order may be given to a Fleet, Army, or Garrison unit. It tells the unit to support some other unit in carrying out its orders. The name of the province or sea supported must be noted, also. For instance, the notation "SFlore" orders a unit to support into the province of Florence. A unit with support orders remains in place—it does not advance into the named province or sea.
 - a. To support, the supporting unit must have the capability to actually advance into the province or sea where its support is given. This capability to advance may not include being transported. In other words, military units may only support into provinces or seas that are immediately adjacent. Army units may not support into seas. Fleet units may not support into provinces into which they could not advance.

- b. Any possible number of military units may be used to support into the same province or sea. A single unit may only support into one province or sea during one Campaign.
 - c. A Garrison unit may be used to support only into the province containing its city.
6. **TRANSPORT (T):** This order may be given only to a Fleet unit. It tells the Fleet unit to transport an Army unit by water through the sea or coastal province it occupies. The name of the Army unit to be transported must be noted, also. For instance, the notation "T—A2" orders the Fleet unit to transport Army unit No. 2. When this order is carried out, the Army unit will actually be moved to show each Fleet unit used for transport, and then advanced into the final province.
- a. A Fleet unit may transport only an Army unit, and not more than one Army unit per Campaign.
 - b. A Fleet unit must remain in place when used for transport. A Fleet unit used for transport may take no other actions during the Campaign. A transported Army unit must end its advance on land in a province.
 - c. A transported Army unit may use any possible number of Fleet units for transport during one Campaign. An Army unit may be transported through any number of contiguous seas and/or coastline provinces in a single Campaign if each contains a transporting Fleet unit. The Army unit's orders should be to advance to the desired provinces. A transported Army unit may only be given orders to advance; it may not be given orders to support.
 - d. A fleet unit may transport an Army unit only into provinces into which the Fleet unit itself could legally move.
7. **CONVERSION:** This order may be given to a Fleet, Army or Garrison unit. It tells the unit to convert itself into another type of unit by naming the new unit. For instance, if the notation "A8" were written on the Garrison unit No. 3 ("G3") line, this would indicate that Garrison unit No. 3 is to be converted into Army unit NO. 8. When a conversion takes place, the original unit is removed from the mapboard, and the new one put in its place—moved either into the fortified city or fortress, or out into the province, as the case may be.
- a. Conversions may only take place in provinces which contain fortified cities or fortresses.
 - b. Only Garrison units are allowed in fortified cities and fortresses. Therefore, for a Fleet or Army unit to enter a fortified city or fortress, it must be converted into a Garrison unit, then placed there. For a Garrison unit to leave a fortified city, it must be converted into a Fleet or Army unit, then placed An the province.

[page 6]

- c. When a Garrison unit is converted in an inland fortified city or fortress, it must be converted into an Army unit. When a Garrison unit is converted in a port, it may be converted into either a Fleet or an Army unit.
- d. A unit may only be converted once per Campaign. It is not possible to convert an Army unit directly into a Fleet unit, or vice versa, during one Campaign, although this could be accomplished over two Campaigns (ie. converted into a Garrison unit during the first Campaign, then into the desired Fleet or Army unit during the second Campaign).
- e. Independent Garrisons may never leave the fortified cities or fortresses into which they are placed at the start of the game. They may not be converted into Armies or Fleets.
- f. A unit may be ordered to disband by writing "0". In this case, the unit is removed from the mapboard (ie. it is converted into nothing).
- g. A military unit of one major power may not be given orders to convert into a military unit of another major power.
- h. Besieged Garrison unit may not convert.

C. EXAMPLES OF ORDERS FOR MILITARY UNITS: Orders should be written in this manner: **Order Notation—Province or Unit Notation** (if needed)—**(Major Power Notation)** (if needed).

Some examples are given below:

1. **A—Saler:** Unit is ordered to advance into Salerno province.
2. **B:** Unit is ordered to besiege the fortified city or fortress in its province.
3. **H:** Unit is ordered to hold and remain in place.
4. **L:** Unit is ordered to lift siege and move back into the province.
5. **S—UA:** Unit is ordered to support into Upper Adriatic.
6. **SArezz(A):** Unit is ordered to support into Arezzo in favor of the Austrians.
7. **T—A3:** Unit is ordered to transport Army unit No. 3.
8. **T—A4—(Fr):** Unit is ordered to transport French Army unit No. 4.
9. **F5:** Unit is ordered to convert into Fleet unit No. 5.

D. SPECIAL MAPBOARD FEATURES AND RULES: This section clarifies some of the more unusual sections of the mapboard.

1. **PIOMBINO:** This province includes the off-shore island of Elba. A Fleet unit in this province controls the straits between the mainland and the island. An Army unit in this province does not control the straits. The straits (shown on the map board by a broken line) are not a separate sea, but are part of the Eastern Tyrrhenian Sea. If they are not controlled by a Fleet unit in Piombino province, a hostile Fleet unit could move directly from Pisa province to the Eastern Tyrrhenian Sea, and vice versa, or transport an Army unit from one to the other.
2. **SICILY:** The island of Sicily is composed of the provinces of Palermo and Messina. Fleet units may move directly from Bay of Tunis to Ionian Sea. However, a Fleet unit in Messina province controls the narrow straits between Messina and Otranto. An Army unit in Messina does not control the straits, nor does a Fleet or Army unit in Otranto. As long as there is a Fleet unit in Messina, no hostile Fleet unit could move directly from Gulf of Naples to Ionian Sea, or vice versa, or transport an Army unit from one of these seas to another.

Note concerning Piombino and Messina: If a Fleet unit is ordered to, and makes, an advance to Piombino or Messina at the same time as a hostile Fleet tries to move or transport through the straits, the movement through the straits becomes impossible. As long as a Fleet unit is in these provinces, no other player's units may use the straits without the controlling player's permission.

3. **DALMATIA:** The islands south of Istria province and west of Croatia and Dalmatia are considered to be part of Dalmatia province. Croatia province, therefore, has direct access to the Upper Adriatic only on that part of its coastline that is to the north of Istria province. A Fleet may land on the Southern coast of Croatia, but must first move into Dalmatia or Istria provinces in order to do so. A Fleet may not land on the southern coast of Croatia and leave from the northern coast or vice versa.
4. **PROVENCE:** Provence province has two separate coastlines which are separated by Marseille. A fleet landing on one of these coastlines may not leave from the other.

Note concerning Croatia and Provence: If any doubt exists as to which coast of these provinces a unit is ordered to advance to, add the letter "N" for "north coast" or "S" for "south coast" to specify which coast is intended. For instance, "ProveN" and "ProveS" are the correct notations for the north and south coasts, respectively, of Provence.

5. **VENICE LAGOON:** The Venice Lagoon, although small, is treated as a regular sea.
6. **VENICE:** Due to its small size, Venice is a province as well as a city, but may not be used as both at the same time. Thus, it could contain a Fleet, Army, or Garrison unit, but not more than one unit at any one time. Because of this it is not possible to besiege Venice. The anchor symbol in the Venice Lagoon applies only to VenicePadua and Treviso are not ports.
7. If a country is defined as being neutral in a scenario variant, treat the provinces of that country as if they were not on the mapboard. No units may ever advance or retreat into those neutral provinces.
8. No movement is allowed between the Eastern Tyrrhenian Sea and Capua. Movement is allowed between the Gulf of Naples and Tivoli.

VIII. ORDER EXECUTION AND CONFLICT RESOLUTION PHASE

A. ORDER EXECUTION: The written orders for the units are now actually carried out, and the units actually moved on the mapboard.

1. Order Sheets should be laid out in full view of the other players. No further notations may be made on the Order Sheets during this Phase.
2. The units should carry out their orders exactly as indicated by their Order Sheet notations, if at all possible. Invalid orders are changed to hold orders. Other orders may prove impossible to carry out due to conflicts with other player's units.
3. The units are all considered to be carrying out orders simultaneously, although having all players actually moving all their units at one time is impractical, so the players should take turns reading their orders aloud, and carrying them out as they are read. Any player may start reading orders and carrying them out, with the other players following in clockwise order. The player who reads first should be rotated every Campaign.
4. **ORDER EXECUTION PROCEDURE:** The following procedure should be followed in executing orders:
 - a. As each player reads the orders, unopposed advances, etc. are made as they are read. Other orders that involve no actual movement, such as support and hold orders, should be mentioned.
 - b. As the orders are read, any players with conflicting orders should say so, and the conflicts should be immediately resolved.

B. CONFLICT RESOLUTION: Conflicts occur, and must be resolved, whenever military units have orders that would cause more than one unit to occupy a single place (province, sea, fortified city, or fortress) at the same time. Conflicts may occur between forces that are either equal or unequal in strength. In order for a conflict to occur, one or more sides must be attempting to advance or convert into the disputed place. Conflicts may be simple or quite complex, involving many units. The rules given in this section will apply to all conflicts.

1. **STRENGTHS:** All Fleet, Army and Garrison units are considered to be exactly equal in strength, all having strength of "one".
2. **FORCES:** A force consists of a single military unit ordered to 'advance' or 'convert' plus all friendly military units ordered to 'support' the province or sea area into which it is advancing or converting. It should be noted that, for instance, three separate military units all ordered to advance into the same place constitute three forces, each of a strength of 'one'. If only one of those units had orders to advance while the other two had orders to support into that same place then this would constitute one force with a strength of 'three'.
3. **CONFLICTS BETWEEN EQUAL FORCES:** Forces are equal if they all have equal or no support. A military unit cannot complete its advance or conversion into a province or sea area if another unit with the same support is attempting to advance into the same province or sea area. The following cases describe situations that occur between forces of equal strength.

- a. If two or more equal forces are ordered to advance to the same place, none of them may enter the place. This is a "standoff" situation, and no other units may retreat into the place where the advances were prevented.

EXAMPLE: Opposing Army units in Fornova and Como both have orders 'A—Pavia'. Since neither army has any support, neither army may advance into Pavia and both must remain in place.

- b. If two equal forces are ordered to advance, each to the place that the other occupies, neither may advance.

[page 7]

EXAMPLE: An Army unit in Bologna has orders "A—Ferra", while another Army unit in Ferrara has orders "A—Bolog". Since they are of equal strength, and are trying to advance over a common border, neither may advance.

However, if one force successfully advances into a different place while another force enters its original place, no conflict occurs.

EXAMPLE: An Army unit in Bologna has orders "A—Lucca", while another Army unit Ferrara has orders "A—Bolog". Since the first Army is leaving Bologna at the same time as the second Army is entering it, no conflict results.

- c. An equal force ordered to advance into a place already occupied by another unit (with orders to besiege, hold, lift siege, transport, or convert) may not advance, and the occupying force may carry out its orders.
- d. An equal force ordered to advance into a place already occupied by another unit with orders to support, may not advance, but the occupying unit may not carry out its support orders, unless the advance came from the place to which its support was directed.

EXAMPLE: An Army unit in Bologna has orders 'S—Moden', while an opposing Army unit in Mantua has orders 'A—Bolog'. Since they are of equal strength, the advance into Bologna may not be made, but the Army unit in Bologna cannot carry out its support order into Modena. (If the Mantua Army had been attempting its advance from Modena instead of Mantua, the Bologna Army unit could still have been able to support.) Note that the loss of support will reduce the strength of the force making the advance or conversion into Modena by one. This may be enough to prevent that order from being carried out.

- e. A unit with orders to advance that could not do so due to conflicting with an equal force, may still prevent another equal force from advancing into the place it occupies.

EXAMPLE: A Fleet unit in Eastern Tyrrhenian Sea has orders "A—WTS". A Fleet unit in Western Tyrrhenian Sea has orders "H", while another Fleet unit in Gulf of Naples has orders "A—ETS". Since the Fleet unit in Eastern Tyrrhenian Sea cannot advance against the equal force in Western Tyrrhenian Sea, it must remain in its original place, and can prevent the advance of the Fleet unit in the Gulf of Naples.

A Garrison unit with orders to convert into a Fleet or Army unit may not do so if there is an enemy unit of equal force already in the province.

4. **CONFLICTS BETWEEN UNEQUAL FORCES:** If the orders of unequal forces conflict, the military unit with the greatest support will advance forcing the weaker unit to remain in place or retreat. The following cases illustrate specific conflict situations between unequal forces.
 - a. If a superior force is ordered to advance into a place at the same time as a weaker force or forces is ordered to advance into the same place, the superior force may advance while the weaker forces remain where they were.
 - b. If a superior force is ordered to advance to a place that an inferior force occupies, the superior force may advance, and the inferior force must retreat.
 - c. If two forces are ordered to advance, each to the place that the other occupies, the superior force may advance, and the inferior force must retreat.
 - d. If a Garrison unit, in the same province with an enemy military unit, has orders to convert, and is part of a superior force, it may convert, and the enemy military unit must retreat. The Garrison unit may not convert if the enemy force is equal or superior, but remains in the fortified city or fortress.
 - e. If a superior force is ordered to hold a place, and an inferior force attempts to advance, the advance may not be made.

5. **CONFLICTS WITH YOUR OWN UNITS:** Anytime a player orders one of his own units into a place already occupied by one of his own units, the advancing or converting force must hold. A player may never force one of his own units to retreat.

6. **RETREATS:** A military unit is forced to retreat whenever a superior opposing force is ordered to advance into its province or sea. Garrison units, in fortified cities or fortresses, may never be forced to retreat.
 - a. A military unit which is forced to retreat may only retreat into an unoccupied place it could have ordinarily advanced into (without using transport)—ie. an adjacent province or sea.
 - b. Fleet units may not retreat to an inland province or to a nonport city, Army units may not retreat into seas.
 - c. Units may retreat to places which are vacated by other units during the same Campaign with the following restrictions:
 1. If a province or sea is not occupied due to a standoff situation, it may not be retreated into.
 2. Units may not retreat into the province or sea from which the advancing enemy unit came.
 - d. If the retreating unit is in a province which contains an unoccupied fortified city or fortress, and no other place to retreat is available, the retreating unit may be converted into a Garrison unit and placed in the city or fortress.
 - e. If no place of retreat is available, the unit is eliminated and removed from play. This includes retreats off the mapboard, or into neutral provinces.
 - f. A retreat will cancel all orders to advance, besiege, hold, lift siege, support, or transport. It will not cancel orders to convert. A Fleet or an Army unit that has orders to convert into a Garrison unit will do so and enter the fortified city or fortress rather than retreating. A Garrison unit that is converting into a Fleet or an Army unit will do so, but the unit would then have to immediately retreat from the advancing opposing force.
 - g. Retreats are carried out as soon as they occur, in the order in which they are read out.

C. GARRISONS AND SIEGES:

Garrisons do not advance and retreat in the same manner as Fleet and Armies. This, plus the fact that Independent Garrisons (which no player controls) may also be available for play, requires some special rules for their use.

1. GARRISON UNITS:

- a. **INDEPENDENT GARRISON UNITS:** Certain neutral and independent provinces which are not powerful enough to field Fleet or Army units yet are not pushovers either, start scenarios with Independent Garrison units in their fortified cities or fortresses. Independent Garrison units are passive (no orders are written for them; they are always in automatic 'hold'). They may not convert or support. They are simply obstacles that must be besieged in order to gain control of their provinces.

- b. **COMMITTED GARRISON UNITS:** A committed Garrison unit is one which is controlled by a player. Unlike Independent Garrison units, committed Garrison units may 'convert' and 'support' as well as 'hold'. Committed Garrison units which are besieged may not 'convert'. They may, however, support into their own province.

2. SIEGES:

A Fleet or Army unit with besiege orders, and which is placed under the Garrison unit, is "laying siege" to the fortified city or fortress.

- a. Fortified cities and fortresses that contain a Garrison unit must be besieged to be captured. It will require at least three Campaigns to successfully besiege a fortified city or fortress.
 1. The unit which is to besiege a city must first advance into the province containing the city, if not already there.
 2. On the next Campaign, the unit may be given a besieging order, and the unit is placed under the defending Garrison unit to show that the place is under siege. Remember that an inland fortified city or fortress may only be besieged by an Army unit, but a port may be besieged by either a Fleet or an Army unit.
 3. For the following Campaign, the besieging unit should be given besiege orders again. If the unit is still in place at the end of that Campaign, the Garrison unit is eliminated and removed from the mapboard. Once the Garrison unit is removed, the besieging unit automatically controls the city or fortress, and is considered to be located in the province.
 4. If a unit lifts siege before the sequence is complete, or is forced to retreat, the siege fails. To besiege the place again would require starting over.
 5. A unit may be in the province with the Garrison unit in its fortified city or fortress without besieging it. Sieges must be specifically ordered, they are not automatic.

[page 8]

IX. THE INTRODUCTORY GAME

This section presents an actual game of MACHIAVELLI being played, and is intended to help players learn and understand the rules. New players should set up this situation on their own mapboards, making the moves as they follow the commentary in this section.

Six campaign turns from the '1385' scenario are illustrated. Only Basic Game rules are being used. This demonstration is not meant as a study in good play. It is presented to illustrate the interaction of the different rules during a game. As such, emphasis is placed on a wide variety of order, movement and combat situations.

INITIAL SET UP

The identifications of the units, and where they are placed at the start of the game are as follows:

Milan: Pavia (A1), Milan (A2), Cremona (A3), Bologna (A4), Genoa (F1).

Venice: Dalmatia (F1), Ragusa (F2), Venice (G1).

Naples: Naples (F1), Salerno (F2), Bari (A1), Aquila (A2).

Florence: Pistoia (A1), Florence (A2), Pisa (F1).

Independent Garrisons: Ancona, Trent, Savoy, Tivoli, Messina, Durazzo, Palermo, Padua, Ferrara.

The players are seated clockwise around the map board in the order in which the major powers are listed. Written orders shown for all Campaigns below will be in the order in which they are read and carried out. The Negotiations of the players will not be covered, only the mechanics of their orders.

	Milan	Venice	Naples	Florence
A1	A-Montf		H	S-Bolog
A2	A-Trent		A-Ancon	A-Bolog
A3	A-Mantu			
A4	H			
A5				
F1	A-Savoy	A-Croat	A-Capua	A-EGOL
F2		A-Alban	A-Gen	
F3				
F4				
F5				
G1		F3		

SPRING, 1385

Comments: No orders cause any conflicts, except for the advance of Florence A2 (supported by Florence A1) into Bologna.
Milan A4 retreats into Modena.

	Venice	Naples	Florence	Milan
A1		A-Aquil	S-Bolog	A-Genoa
A2		B-Ancon	H	B-Trent
A3				A-Bolog
A4				S-Bolog
A5				
F1	A-Istri	A-Tivol	A-Genoa	B-Savoy
F2	A-Duraz	A-Messi		
F3	A-L			

SUMMER, 1385

Comments: Note how both Milan A1 and Florence A1 tried to advance into Genoa.
Since neither has any support, neither may advance (both are equal in strength).
Milan still controls Genoa as it was the last country with a military unit there.
Milan A3 with the support of Milan A4 failed to advance into Bologna as Florence A2 there was supported by Florence A1 (again both had equal strength).

	Naples	Florence	Milan	Venice
A1	A-Capua	S-Bolog	A-Genoa	
A2	B-Ancon	H	B-Trent	
A3			A-Bolog	
A4			S-Bolog	
A5				
F1	B-Tivol	A-Corsi	B-Savoy	A-Croat N
F2	B-Messi			B-Duraz
F3				A-UA

FALL, 1385

Comments: Note that Milan A3 again failed to advance into Bologna.
Sieges end in Trent, Savoy and Ancona.
The Independent Garrison units there are eliminated.

	Florence	Milan	Venice	Naples
A1	S-Bolog	A-Moder		
A2	H	A-Veron		H
A3	A-Lucca	A-Ferra		
A4		A-Lucca		
A5		A-Mantu		
F1	A-EGOL	A-EGOL	A-Carni	B-Tivol
F2			B-Duraz	B-Messi
F3			H	
F4			A-L	
F5			A-LA	

SPRING, 1386

The Military Unit Adjustment Phase: All players count the cities they control, and adjust their military units.

Florence: Florence now controls four cities (Pisa, Florence, Corsica, and Bologna). A3 is placed in Pisa.

Milan: Milan now controls six cities (Savoy, Genoa, Pavia, Milan, Trent, and Cremona). A5 is placed in Cremona.

Venice: Venice now controls five cities (Venice, Croatia, Ragusa, Dalmatia, and Albania). F4 is placed in Venice, and F5 in Ragusa.

Naples: Naples now controls three cities (Naples, Bari, and Ancona). A1 in Capua must be removed.

Comments: Milan F1 and Florence F1 both tried to advance into Eastern Gulf of Lyons.

Since they are of equal force, neither may advance.

Florence A3 and Milan A4 both tried and failed (equal strength) to enter Lucca.

The failure of Milan A4 to advance, made the advance of Milan A1 impossible, also.

Sieges end in Messina, Tivoli, and Durazzo, and the Independent Garrison units there are eliminated.

	Milan	Venice	Naples	Florence
A1	H			S-Lucca
A2	A-Padua		H	G1
A3	S-Bolog			A-Lucca
A4	S-Bolog			
A5	A-Bolog			
F1	A-EGOL	A-Friul	A-ETS	A-WTS
F2		A-IS	A-Paler	
F3		A-LA		
F4		A-UA		
F5		A-Bari		

SUMMER, 1386

Comments: Milan A5, supported by two other Army units was able to advance into Bologna, Florence A2 did not have to retreat, as it converted into Florence G1, and was placed in the fortified city.

	Venice	Naples	Florence	Milan
A1			A-Bolog	A-Corsi
A2		H		B-Padua
A3			S-Bolog	B-Ferra
A4				S-Bolog
A5				S-Maden
F1	A-L	A-Messi	A-Pisa	T-A1
F2	A-Messi	B-Paler		
F3	A-Ancon			
F4	S-Ancon			
F5	A-Aquil			
G1			S-Bolog	

FALL, 1386

Comments: Naples F1 and Venice F2 both tried to advance to Messina, and, as their strengths are equal, neither may advance. Venice F3, supported by Venice F4, successfully advanced into Ancona. Naples A2 retreats into Spoleto. Florence C1 and A3 supported the successful advance of Florence A1 into Bologna. Milan A5 chooses to retreat into Mantua.

This concludes the commentary and examples of the Introductory Game. Of course, if this were an actual game, it would continue until one major power had fulfilled the Victory Conditions.

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ADVANCED GAME

I. INTRODUCTION TO THE ADVANCED GAME

It is suggested that players master the rules, concepts, and mechanics of the Basic Game before proceeding into the Advanced Game. A few games played using the Basic Game rules only will make the mastering of this section of the rules much easier. Most players will wish to start using these Advanced Game rules as soon as they are familiar with the Basic Game.

The Advanced Game rules not only modify, extend, and supplement the Basic Game rules, but also introduce concepts that are absent in the Basic Game. Their total result is to produce a more realistic and also more complex game. Players are challenged with more options to consider in making their decisions that will determine the outcome of the game.

These rules, in most cases, simply add to the Basic Game rules. All Basic Game rules still apply, unless stated otherwise. All units are needed for play of the Advanced Game, with the exception of the Famine units.

II. ADVANCED VICTORY CONDITIONS

- A. The Basic Game Victory Conditions may still be used by players who prefer a fairly short game. The twelve city requirement will usually result in a game that can be finished in a single evening. For players who prefer longer, more demanding games, the following Victory Conditions are suggested.
- B. For four or less players, the winner must control at least eighteen cities at the end of a campaign, and must have control of at least one other player's home country.
- C. For five or more players, the winner must control at least fifteen cities at the end of a Campaign, and must have control of at least one other player's home country.
- D. **ULTIMATE VICTORY:** All the Victory Conditions mentioned so far make for interesting games, but more or less ignore the historic goal of the actual participants—to unify Italy into one state. To do this, the winner must control at least twenty-three cities at the end of a Campaign and must have control of at least two other player's home countries. This can result in a very long game, and possibly one that no player will be able to win (it proved impossible historically)!
- E. **SETTING YOUR OWN VICTORY CONDITIONS:** Experienced players may wish to establish their own Victory Conditions tailored to the type and length of game they wish to play.

III. ASSASSINATION UNIT SET UP

- A. Assassination units are used with the Advanced Game rules. Each player is given some Assassination units, and a player must have the appropriate Assassination unit in order to attempt to assassinate another player.
- B. As the game is being set up, each player gives each of the other players one Assassination unit of the color of the major power he controls. Thus, each player should start the game with one Assassination unit for each of the other players in the game. The players keep these units until they are used.

IV. ADVANCED GAME SEQUENCE OF PLAY

The following sequence of play, although quite similar to the one found in the Basic Game rules, incorporates the new elements found in the Advanced Game rules.

- A. **MILITARY UNIT ADJUSTMENT AND IN-COME PHASE:** This is done only during Spring Campaigns. During this Phase, all players calculate their incomes, and place or remove military units on the mapboard.
- B. **NEGOTIATION PHASE:** This is done during all Campaigns. During this Phase, the players may talk to each other, either openly or secretly, to form pacts, alliances, plot joint actions, or transfer ducats.
- C. **ORDER WRITING PHASE:** This is done during all Campaigns. During this Phase, each player secretly writes the proposed orders for each of their military units, and for each of their ducat expenditures on their Order Sheets. Specific notations are used to indicate specific movements, actions, or expenditures.
- D. **DUCAT EXPENDITURE PHASE:** This is done during all Campaigns. During this Phase, players with expenses noted on their Order Sheets announce them in the same order as their moves will be made. As each player takes his turn reading these orders, he should turn in (spend) an appropriate value of Ducat units to pay for the expenses.
- E. **ASSASSINATION PHASE:** This is done during all Campaigns. During this Phase, players present Assassination units to their intended victims, announce the cost and pay the appropriate value of Ducat units, announce the numbers chosen, and roll the die to determine the success of the attempt. Adjustments are then made on the mapboard to show the results of any successful assassinations.
- F. **ORDER EXECUTION AND CONFLICT RESOLUTION PHASE:** This is done during all Campaigns. When all players have completed writing their orders, all units are simultaneously moved, exactly as written on the Order Sheets. Although this is considered to be simultaneous, it is impractical for all players to actually move all their units at exactly the same time. For this reason, the players should read their orders aloud and make their moves in clockwise order, with conflicts being resolved as they occur.

V. FINANCES — INCOME AND MILITARY UNIT COSTS

The rules found in this section replace many of the rules found in section V (A. and B. of this section are completely replaced) of the Basic Game rules. These rules place the raising and disbanding of military units on a financial, rather than a geographical basis. Players obtain an income every Spring Campaign, which they can then use immediately to pay for their current military units or to raise new military units, or to place in their Treasuries for later use.

- A. **GAME START:** Players compute their in-come during the Military Unit Adjustment and In-come Phase, which is only performed during Spring Campaigns. The initial set up and placement of military units at the start of the game counts as this Phase for the first Spring Campaign of the game.
 - 1. For this first Spring Campaign, players must set up their military units as given in the scenarios. They may not change the unit types or their locations.
 - 2. Players then compute their incomes in the normal way, including variable income.
 - 3. Players must then pay for all their military units, if at all possible. If there is not enough income available to pay for all military units, a player may remove any excess unit or units that cannot be paid for. No new military units may be placed on the mapboard during this initial set up, even if income is available to pay for them.
 - 4. All surplus income may be taken in Ducat units, and forms each player's starting Treasury.

B. PROCEDURE FOR COMPUTING INCOME: At the start of each Spring Campaign, all players compute their individual incomes, which are based on the number of cities, provinces, and seas they control. Income is computed in terms of "ducats" according to a combination of fixed and variable formulas that, together, show each player's economic power. The top of the Spring Campaign columns on the Order Sheets is set up to aid in computing income. Unspent ducats are represented and recorded by the players taking Ducat units of the appropriate denominations, and keeping them. Each player's unspent Ducat units are known as his Treasury. These Ducat units are taken out of play as they are spent.

1. SOURCES OF INCOME: There are four sources of income:

- a. **BODIES OF WATER:** A player receives one ducat of income for each sea that contains one of his Fleet units.
- b. **PROVINCES:** A player receives one ducat of income for each province he controls.
- c. **CITIES:** A player receives income for each city he controls.
 - 1) **NORMAL CITIES:** A player receives one ducat of income for each normal city, both fortified and unfortified, he controls.
 - 2) **MAJOR CITIES:** Major cities are those which contain a red number. The number indicates the number of ducat income each major city is worth. A player receives the ducat income for each major city he controls.
- d. **VARIABLE INCOME:** In addition to the fixed income sources listed above, each major power has a variable state income, and, in specific scenarios, some individual major cities also have a variable income. The Variable Income Chart on the Game Tables Card is used to determine the variable income. Depending on the home country or city, and on the scenario being played, players may roll either one or two dice to determine their variable incomes.
 - 1) To determine variable income, the player should find the name of the home country or city on the Variable Income Chart.
 - 2) Roll one die. Crossgrid the number rolled with the name of the appropriate home country or city. The number found on the Chart is the number of ducats of variable income. If two dice are to be used, roll each one separately, find the number of ducats for both rolls, and add both amounts for the total variable income from that one source. Use separate lines on the Chart and separate die rolls for each when variable income is from several sources (several home countries or major cities).
 - 3) When a player gains control of another player's home country, the control of the variable income of that home country is also gained, and may be rolled for separately.
 - 4) Unless it is specifically stated otherwise in the scenario, variable income is awarded to the country and not the city of the same name. For example, the player who is playing Florence loses the city of Florence to another player. He still receives the variable income for Florence. Only if he loses his entire country does he lose its variable income.

2. COMPUTING TOTAL INCOME: As players determine their incomes from each of the four sources, they should write down the number of ducats from each on the appropriate lines of the "Finances" sections of their Order Sheets. These four lines should then be added together, and the sum written on the "Total Income" line. It can be readily seen that a player's income will change from year to year, depending on what is controlled, and what the die rolls are for variable incomes.

3. MILITARY UNIT PAYMENT: Once the total income is computed, the player must pay three ducats for each military unit he has on the map board, or new military unit he wishes to place on the mapboard.

- a. There are no limits as to how many or how few military units a player may have on the map board. The only requirement is that three ducats must be paid for each unit a player has on the mapboard. Military units may be removed from the mapboard and/or added during the Military Unit Adjustment and Income Phase.

- b. New military units may be placed only in controlled provinces that contain a city, and are located in the player's home country. They may be placed in either a fortified city or the province, as the player desires.
 - c. Only one new unit may be placed in each province. They may be placed in the province if another unit is already in the city, or in a fortified city if another unit is already in the province, but new units may not be placed in both the city and the province.
 - d. Old military units may not be traded for new ones in that same province. However, a player could remove a unit from one province or city (ie. not pay for it), and then place that same or another military unit in another province or city.
 - e. It is possible that a player will not be able to place all the new military units desired. In this case they are simply not placed on the mapboard. The number and types of military units provided for each country are the maximum any one player is permitted to have in play.
 - f. Only new Garrison units may be placed in fortified cities. Army units must be placed in provinces. Fleet units may be placed only in provinces that contain a port city.
 - g. The number of military units a player may place is in no way connected with the number of cities controlled, as in the Basic Game, but depends entirely on how many can be paid for.
 - h. Once the military units are paid for, they are paid for the entire year. No further ducats need be paid for the units for the rest of the year, but, also, no "refunds" of ducats can be made for units that may be eliminated or disbanded during the year.
 - i. Once a player has placed all his military units on the mapboard, he should write the total number of ducats paid for them on the "Units X 3" line of the "Finances" sections of their Order Sheets.
- 4. SURPLUS INCOME:** Subtract the number of ducats paid for military units from the total income, and write this figure on the "Surplus" line of the "Finances" section of the Order Sheet. This figure may be either a positive (" +") or negative (" —") number, depending on whether the "Total Income" was larger or smaller than the "Units X 3"
- a. If the number of surplus ducats is positive, the player should take Ducat units equal in value to the surplus and place them in his Treasury.
 - b. If the number of surplus ducats is negative, the player must take Ducat units equal in value to the surplus from his Treasury, and pay them to make up the difference. A player may not have a negative surplus if there are not enough Ducat units in the Treasury to make up the difference.
- C. DETERMINING CONTROL:** Control of a city, province, or home country is determined the same as in the Basic Game rules, with the following modifications:
- 1. If one player has a military unit in the city, while another player has a military unit in that city's province, the player in the city would receive the city's income, while the other player would receive the income of the province.
 - 2. A besieged fortified city produces no income.
 - 3. A province and ungarrisoned city containing a Famine unit (see Optional Rule III.B.) or a Rebellion unit does not produce any income. A fortified city with a Garrison unit in a province containing a Famine or Rebellion unit will still produce income for the controlling player, although the province will produce no income.
 - 4. When a player is eliminated from the game, all of his Assassination and Ducat units are also removed from the game.

VI. FINANCES—EXPENDITURES

The rules in this section cover the various ways in which Ducats may be spent, how they are spent, how many must be spent, and the results of these expenditures.

A. GENERAL RULES FOR WRITING EXPENDITURE ORDERS: Expenditure orders are noted on the Order Sheet during the Order Writing Phase, at the same time as orders are written for the military units.

1. Expenditure orders are written in the appropriate Campaign column on the lines labeled "Expenses" on the Order Sheets. There are only four lines in this section, and a player may make no more than four expenditure orders per Campaign, one order per line.
2. One of twelve possible expenditures orders can be written on each line. Each of these orders is expressed by a notation ("A" through "L") specifying the particular order. For easy reference, these orders are listed on the Expenses Table on the Game Tables Card. The order notations are always followed by a notation indicating the province, unit, or major power to which the order is directed, and the number of ducats to be spent.
3. As in orders for military units, no expenditure orders can be changed after the end of the Order Writing Phase. Incorrect orders must be followed, if possible, and invalid orders are ignored; although, in both cases, the ducat must still be paid, even if wasted.
4. There is no requirement for a player to make any expenditures during a Campaign; doing so is completely voluntary.

B. EXECUTION OF THE EXPENDITURE ORDERS: All written expenditure orders are actually carried out during the Ducat Expenditure Phase, with the exception of assassination orders, which are carried out during the Assassination Phase.

1. Order Sheets should be laid out in full view of the other players. No further notations may be made on the Order Sheets during the Ducat Expenditure, Assassination, or Order Execution and Conflict Resolution Phases.
2. The expenditure orders should be carried out exactly as indicated by the Order Sheet notations, if at all possible. Invalid orders and those which are impossible to carry out are ignored, although the ducat cost must still be paid.
3. The expenditure orders are all considered to take place simultaneously, within their proper Phases (since the Assassination Phase takes place after the Ducat Expenditure Phase, all other expenditure orders will be carried out before any assassination orders). Again, as with the military unit orders, the players should take turns reading their expenditure orders, in the same clockwise manner as the military unit orders are read.
4. **ORDER EXECUTION PROCEDURE:** The following procedure should be followed in executing orders:
 - a. As each player reads his expenditure orders, the number of ducats spent should be taken from the player's Treasury, and removed from the game.
 - b. The orders should be read and carried out. Any players with conflicting orders should say so, and any conflicts immediately resolved.

[page 12]

C. THE POSSIBLE EXPENDITURE ORDERS: Each written expenditure order gives specific instructions, and will cause a specific result, often requiring special rules.

1. **FAMINE RELIEF (A):** This is only used when the Optional Famine rules (Optional Rule III.B.) are used. This order is given to end the effects of famine in a province. The name of the province must also be noted. The cost for this order is three ducats. When this order is carried out, the Famine unit in that one province is removed from the mapboard.
2. **PACIFY REBELLION (B):** This order is given to end the effects of rebellion in a province. The name of the province must also be noted. The cost for this order is twelve ducats. When this order is carried out, the Rebellion unit in that one province is removed from the mapboard, and the province returns to its former owner's complete control.
3. **COUNTERBRIBE (C):** This order is given to try to nullify a suspected bribe attempt. The name of the unit the counterbribe affects must also be noted. A counterbribe may be any number of ducats in units of three ducats (ie. three, six, nine, or twelve ducats, etc.).

- a. If a unit has a bribe and a counterbribe ordered for it during the same Campaign, the number of ducats spent on the counterbribe is subtracted from the number of ducats spent on the bribe. If the remaining number of bribe ducats are too few to carry out the ordered bribe, it fails.
 - b. If several bribes are directed at the same unit during the same Campaign, the number of counterbribe ducats need only be subtracted from the largest bribe. All smaller bribes are automatically wasted and cannot be used.
 - c. Counterbribes are only effective against bribes. They may not be used against rebellion or assassination orders.
 - d. If a counterbribe is ordered for another player's military unit, be sure to include the major power notation. If a counterbribe is ordered for an Independent Garrison unit, list the name of the province (since these units are not identified).
4. **BRIBES:** Expenditure orders noted as "D" through "I" are collectively called "bribes". Each of these bribes is directed at a specific enemy or Independent military unit in a province or sea, which must be listed in addition to the number of ducats spent. Successful bribe orders may cancel the military orders given to the same unit.
- a. **DISBAND INDEPENDENT GARRISON (D):** This order is given to try to disband an Independent Garrison unit. The name of the province containing the unit must also be noted. The minimum cost for this order is six ducats. If successful, the bribe will cause the Independent Garrison unit to be disbanded and removed from the mapboard.
 - b. **BUY INDEPENDENT GARRISON (E):** This order is given to try to convert an Independent Garrison unit into one of your own Garrison units. The name of the province containing the unit must also be noted and the unit it is converted to must be noted. The minimum cost for this order is nine ducats. If successful, the bribe will cause the Independent Garrison unit to be converted into one of your own Garrison units.
 - c. **COMMITTED GARRISON TO INDEPENDENT (F):** This order is given to try to convert a committed Garrison unit (one which is controlled by another player) into an Independent Garrison unit. The name of the province containing the unit must also be noted. The minimum cost for this order is nine ducats. If successful, the bribe will cause the committed Garrison unit to be converted into an Independent Garrison unit.
 - d. **DISBAND COMMITTED GARRISON (G):** This order is given to try to disband a committed Garrison unit. The name of the province containing the unit must also be noted. The minimum cost for this order is twelve ducats. If successful, the bribe will cause the Garrison unit to be disbanded and removed from the mapboard.
 - e. **DISBAND ARMY OR FLEET (H):** This order is given to try to disband a Fleet or Army unit. The name of the province containing the unit must also be noted. The minimum cost for this order is twelve ducats. If successful, the bribe will cause the Fleet or Army unit to be disbanded and removed from the mapboard.
 - f. **BUY ARMY OR FLEET (I):** This order is given to try to convert an enemy Fleet or Army unit into one of your own Fleet or Army units. The name of the province containing the unit must also be noted, and the unit it is converted to must be noted. The minimum cost for this order is eighteen ducats. If successful, the bribe will cause the unit to be converted into one of your own units of the same type (ie. A Fleet unit must be converted into a Fleet unit, and an Army unit into an Army unit).
 - g. **SPECIAL BRIBE RULES:**
 - 1) If several different bribes are ordered on the same unit, the largest bribe is the only one that is considered—all smaller bribes are ignored and wasted. If there is a tie as to which is the largest bribe, all bribes to that unit fail and are wasted.
 - 2) Bribes can be larger than the minimum costs listed, but all increases must be in units of three ducats. Often, larger than minimum bribes are used to offset suspected counterbribes.
 - 3) The minimum cost for all bribes on Garrison units (Autonomous and committed) in major cities is doubled.

- 4) A player may direct bribes only into provinces or seas that are directly adjacent to one of that player's military units.
 - 5) A player who orders a bribe to buy a military unit (orders "E" or "I") may also write military orders to the unit it is converted into on that same Campaign. Thus, if the bribe succeeds, the military unit may be placed on the mapboard immediately, and start carrying out military orders during the Order Execution and Conflict Resolution Phase of the same Campaign.
 - 7) The size of the bribe must be large enough to carry out the specified bribe order. Even if the amount of the bribe is large enough to carry out another, cheaper, bribe, if there are not enough ducats for the ordered bribe, it fails.
5. **REBELLIONS:** Expenditures orders "J" and "K" are concerned with rebellions. These orders may be used against any enemy controlled province, even ones which contain a military unit. Rebellion units may not be placed in seas. If the province contains a fortified city (or fortress, when these are used), and no Garrison unit is in the city or fortress, the Rebellion unit may be placed in the city or fortress. Otherwise, it is placed in the province and kept there, even if the Garrison unit later leaves the city or is eliminated.

- a. **CONQUERED PROVINCE TO REBEL (J):** This order is given to start a rebellion in an enemy-controlled province that is not part of his home country (ie. it has been conquered). The name of the province must also be noted. The cost for this order is nine ducats. When this order is carried out, a Rebellion unit is placed in the province.
- b. **HOME PROVINCE TO REBEL (K):** This order is given to start a rebellion in an enemy controlled province that is part of his home country. The name of the province must also be noted. The cost for this order is fifteen ducats. When this order is carried out, a Rebellion unit is placed in the province.

NOTE: When placing a Rebellion unit, also place a Control unit of the color of the player who controlled the province at the start of the rebellion to indicate who the rebellion is directed against.

- c. **SPECIAL RULES ON REBELLIONS:** A province or city containing a Rebellion unit is said to be in "rebellion", to have "rebelled", or to be "rebellious".
 - 1) Rebellion units may never move, but always remain where originally placed. They are never given any written orders. A Rebellion unit remains on the mapboard until the rebellion is pacified, put down, or liberated.
 - 2) Rebellion units have no effects on movement. Military units may move into, out of, or through (if being transported along a coastline) one rebellious province into another.
 - 3) Income cannot be collected from a province and/or city containing a Rebellion unit, although a garrisoned city in a rebellious province could still provide income.
 - 4) Plague (see Optional Rule III.A.) does not effect Rebellion units.
 - 5) A rebellion in a province or city may be *pacified* by using expenditure order "B" (Pacify rebellion; cost twelve ducats). When this is done the Rebellion unit is removed from the mapboard, and the place reverts to its former owner's control
 - 6) A rebellion may be *put down* in a province if a military unit of the major power that formerly controlled the province enters or is in the province and remains there with hold orders for a Campaign. At the end of the Campaign at hold orders, if the Fleet, Army or Garrison unit remains in the province, the Rebellion unit is removed from the mapboard.
 - 7) To *put down* a rebellion in a fortified city or fortress, the city or fortress must be besieged in the normal manner. The Rebellion unit is removed at the conclusion of the siege, the same as if it were a Garrison unit.
 - 8) To liberate a rebellion, a military unit of any major power other than the one which formerly controlled the province must advance into the rebellious province. The Rebellion unit, whether in the city fortress, or province is immediately removed from the mapboard when this is done.
 - 9) Any player other than the one to which a rebellion is directed against may use a Rebellion unit for support of an advance into the rebellion province. This support is

[page 13]

automatic, and need not be written down. For this one purpose only, a Rebellion unit has a strength of "one". However, if two or more players claim support from one Rebellion unit, none may use it.

10) If two or more rebellion orders are directed against the same province during one campaign, only one counts (the others are wasted), and only one Rebellion unit is placed.

11) **SPECIAL NOTE:** No Rebellion unit may be placed in Venice if there is a military unit already there, either in the city or in the province.

6. **ASSASSINATIONS (L):** This order is given to attempt to "assassinate" another player. The notation for the major power that the intended victim controls must also be noted. The player ordering an assassination must have an Assassination unit of the color of the major power that the intended victim controls in order to make the attempt. The minimum cost for an assassination attempt is twelve ducats. When this order is carried out, a die is rolled to determine the success or failure of the attempt. Note that these orders are carried out during the Assassination Phase.
- a. For every twelve ducats spent on the attempt, the player may select one number on the die. For instance, if a player paid twenty-four ducats, any two numbers on the die could be selected (for instance, "2" and "6" might be selected). The exact numbers selected can be announced when the attempt is made, just before the die is rolled, they do not have to be listed when the order is written. No more than three numbers may be selected per attempt, so that the maximum number of ducats spent on a single Assassination attempt is thirty six.
 - b. When, during the Assassination Phase, the attempt is made, the player must show the Assassination unit to his intended victim, then remove it from play. Each Assassination unit may
 - c. be used only once per game. The numbers on the die are selected, and the die is rolled. If the number rolled is not an announced number, the Assassination attempt fails. If the number rolled is one of the announced numbers, the Assassination attempt succeeds.
 - d. More than one player could make an Assassination attempt on the same player during the same Campaign. Each would be handled separately, with a separate die roll and use of an Assassination unit. However, two or more successful assassinations on the same player in the same Campaign will have no more effect than one successful assassination.
 - e. If an assassination is successful, all the victim's military units are paralyzed for that one Campaign. All of their orders are automatically changed to hold orders, although they still may be supported by other player's units. The victim's military units may not use their hold orders to put down rebellions during this Campaign, and the effects of siege are ignored on fortified cities or fortresses that these units may be besieging. The victim may resume the normal writing of orders on the next Campaign.
 - f. If an assassination is successful, any of the victim's Garrison units that are being besieged will immediately be removed from the mapboard.
 - g. For a successful assassination, it must also be determined how many of the victim's provinces take advantage of the assassination to rebel. The victim must consult the Assassination Rebellion Table on the Game Tables Cards, and roll the die once for each controlled province. The Table lists the types of provinces and the numbers that must be rolled on the die for their rebellion. A Rebellion unit is placed in each province where this takes place, and the normal rebellion rules apply.
 - h. An assassinated player is not out of the game, but stays in the game representing his own "successor" as ruler of the major power. The effects of assassination merely show the often chaotic effects of a sudden shift in power at the top.

D. EXAMPLES OF EXPENDITURE ORDERS: Expenditure orders should be written in this manner: **Order Notations—Province** and/or **Unit Notation or Major Power Notation** (as needed) — **Number of Ducats Spent**. Some examples are given below:

1. **A—Capua—3d:** Orders for famine relief in Capua; three ducats spent.
2. **B—Veron—12d:** Orders to pacify rebellion in Verona; twelve ducats spent.
3. **C—A1 —3d:** Order to counterbribe Army unit No. 1; three ducats spent.
4. **C—A4(FL) —6d:** Orders to counterbribe Florentine Army unit No. 4; six ducats spent.
5. **C—Forno—3d:** Orders to counterbribe an Independent Garrison unit in Fornova; three ducats spent.
6. **D—Bresc—6d:** Orders to disband an Independent Garrison unit in Brescia; six ducats spent.
7. **E—Perug—G3—9d:** Orders to buy an Independent Garrison unit in Perugia; convert it into Garrison unit no. 3; nine ducats spent.
8. **F—Mantu—9d:** Orders to convert the committed Garrison unit in Mantua into an Independent Garrison unit; nine ducats spent.
9. **F—Naple—18d:** Orders to convert the committed Garrison unit in Naples into an Independent Garrison unit; eighteen ducats spent. (Note that the minimum cost is eighteen ducats instead of only nine ducats since Naples is a major city.)
10. **G—Romag—12d:** Orders to disband the committed Garrison unit in Romagna; twelve ducats spent.
11. **H—LA—12d:** Orders to disband the Fleet unit in Lower Adriatic; twelve ducats spent.
12. **I—Psito—A7—21d:** Orders to buy the Army unit in Pistoia; convert it into Army unit no. 7; twentyone ducats spent. A counterbribe of three ducats by another player was not sufficient to stop this buy order since it was three above the minimum eighteen needed to complete the buy.
13. **J—Genoa—9d:** Orders to the conquered province of Genoa to rebel; nine ducats spent.
14. **K—Messi—15d:** Orders to the home province of Messina to rebel; fifteen ducats spent.
15. **L—(N) —24d:** Orders to assassinate the player controlling the major power of Naples; twentyfour ducats spent (enough to choose two numbers on the die).

E. LOANS, GIFTS, ETC.: Ducats can be given away or loaned (possibly with interest) to other players at your discretion, by merely handing them the appropriate Ducat units. Players may give or sell Assassination units to other players. Repayment of loans, like keeping any other agreements in this game, must depend on the borrower's goodwill and integrity. Obviously, the Advanced Game rules open whole new vistas of topics for negotiations. Probably the ultimate possible treachery in the game is to borrow money from a player then turn around and use it for his assassination!



OPTIONAL RULES

I. INTRODUCTION TO THE OPTIONAL RULES

This portion of the rules builds further on the rules found in the Advanced Game, and adds some further concepts to the rules. Use of these rules adds greater scope and realism to the game. The sections of the Optional Rules are separate, and most can be used either alone or in conjunction with the other sections. The individual players must decide for themselves which of the Optional Rules to use in a game. They may wish to try none of them, one of them, just some of them, or all of them; it is totally up to the players involved, what interests them, and the circumstances of the game.

II. SEQUENCE OF PLAY WITH ALL OPTIONAL RULES

This section is a modification of the Advanced Game rules, expanded to cover the use of all options. If some rules are not in use, the portions of the sequence pertinent to them can be ignored.

- A. **FAMINE PHASE:** This is only done during the Spring Campaign. Provinces struck by famine are determined, and Famine units placed in them.
- B. **MILITARY UNIT ADJUSTMENT AND IN-COME PHASE:** This is the same as in the Advanced Game rules.
- C. **FAMINE UNIT REMOVAL PHASE:** This is done only during the Summer Campaign. All Famine units are removed from the mapboard.
- D. **PLAGUE PHASE:** This is only done during the Summer Campaign. Provinces struck by plague are determined, and the military units in them are removed from the mapboard.
- E. **NEGOTIATION PHASE:** This is the same as in the Advanced Game rules.
- F. **ORDER WRITING PHASE:** This is the same as in the Advanced Game rules.
- G. **DUCAT EXPENDITURE PHASE:** This is the same as in the Advanced Game rules.
- H. **ASSASSINATION PHASE:** This is the same as in the Advanced Game rules.
- I. **ORDER EXECUTION AND CONFLICT RESOLUTION PHASE:** This is the same as in the Advanced Game rules.

III. NATURAL DISASTERS

Plague and famine were common occurrences in Renaissance Italy. Causing numerous deaths and great hardships, these natural disasters were completely unpredictable, and could upset carefully laid plans, determine strategy, and present opportunities.

- A. **PLAGUE:** Disease killed infinitely more people than warfare during this era, often nearly depopulating provinces, and destroying entire military units (what men did not die of disease would often desert to escape it).
 1. Plague effects occur only during the Summer Campaign, and are handled during the Plague Phase.
 2. A player should be appointed at the start of the game to be "Plague Master". This player will handle all dice rolling associated with plagues during the entire game.
 3. **PLAGUE PROCEDURE:** During the Plague Phase, the Plague Master goes through the following steps to determine the effects of plague.

- a. Consult the Year Chart on the Game Tables Cards. Roll two dice to determine the type of year. This roll will determine how the Plague Table is used.
- b. Now the Plague Table on the Game Tables Cards is consulted, and used to find where plague strikes:
 - 1) If the result on the Year Chart was "No natural disaster", no further actions are taken. There will be no plague.
 - 2) If the result on the Year Charts was "Good year—row only", roll two dice and read the names of the provinces listed in the row of that number on the Plague Table. For instance, if "9" was rolled, the provinces would be Bergamo, An-cona, Parma, Mantua, and Istria.
 - 3) If the result on the Year Chart was "Good year—column only", roll two dice and read the names of the provinces listed in the column of that number on the Plague Table. For instance, if "12" was rolled, the provinces would be Capua, Tyrolea, Sardinia, Como, Spoleto, and Saluzzo.
 - 4) If the result on the Year Chart was "Bad year—rows and columns", roll two dice for the number of the row, then roll them again for the number of the column, then read all the names of the provinces listed in the rows and columns of those numbers on the Plague Table.
 - 5) **EFFECTS OF PLAGUE:** All military units in provinces named from the Plague Table are immediately eliminated and removed from the map board. This is the only effect of plague, and military units may later advance into these same provinces during the same Campaign with no ill effects.

B. FAMINE: Military units of this era rarely had sophisticated supply arrangements, but usually "lived off the land", taking what food supplies were needed from the province they occupied. This made it impossible for military units to re-main in areas struck by famine.

1. Provinces that are struck by famine are marked by placing a Famine unit in them. Famine units are placed during the Famine Phase of the Spring Campaign, and remain on the mapboard until the Famine Unit Removal Phase of the Summer Campaign.
2. A player should be appointed at the start of the game to be "Famine Master". This player will handle all dice rolling associated with famines during the entire game, and will also handle the placing and removing of the Famine units.
3. **PROCEDURE FOR PLACING FAMINE UNITS:** During the Famine Phase, the Famine Master goes through the following steps to determine the placement of Famine units;
 - a. Consult the Year Chart on the Game Tables Cards. Roll two dice to determine the type of year. This roll will determine how the Famine Table is used.
 - b. Now the Famine Table on the Game Table Cards is consulted, and used to find where famine strikes:
 - 1) If the result on the Year Chart was "No natural disaster", no further actions are taken. There will be no famine.
 - 2) If the result on the Year Chart was "Good year—row only", roll two dice and read the names of the provinces listed in the row of that number on the Famine Table. A Famine unit should be placed in each of these provinces.
 - 3) If the result on the Year Chart was "Good year—column only", roll two dice and read the names of the provinces listed in the column of that number on the Famine Table. A Famine unit should be placed in each of these provinces.
 - 4) If the result on the Year Chart was "Bad year—rows and columns", roll two dice for the number of the row, then roll them again for the number of the column, then read all the names of the provinces listed in the rows and columns of those numbers on the Famine Table. A Famine unit should be placed in each of these provinces.
4. **FAMINE UNIT EFFECTS:**
 - a. Any military unit in a province with a Famine unit at the conclusion of the Spring Campaign Order Execution Phase and Conflict Resolution Phase is automatically eliminated and removed from the mapboard. This includes Garrison units, both committed and

independent, in the province. A military unit in a famine-struck province can carry out its spring campaign orders normally.

- b. New military units may not be placed in provinces or in fortified cities in provinces that contain a Famine unit.
- c. Famine has no effect on who controls a province.
- d. A province and ungarrisoned city containing a Famine unit does not produce any income. A fortified city with a Garrison unit in a province containing a Famine unit will still produce income for the controlling player, although the province itself will produce no income.

IV. SPECIAL MILITARY UNITS

The military units in the game are all assumed to be of the standard composition of the times; that is, they are mainly composed of mercenaries who fought (usually no harder than necessary) for money, and are highly susceptible to bribes, as their allegiance went to the highest bidder. Some military units of different composition did appear during this time, and the rules in this section cover these types.

[page 15]

- A. No major power may have more than one special military unit on the mapboard at the same time. The identification of any such military unit must be specified and made known to all players. The special unit may be a Fleet, Army, or Garrison unit.
- B. **CITIZEN'S MILITIA:** This type of force, composed of patriotic citizens, was the type envisioned by Machiavelli. Since they were not fulltime soldiers, they were usually not as well trained as mercenaries, but more highly motivated and enthusiastic.
 1. This type of unit costs six ducats, instead of the normal three.
 2. This type of unit has the usual strength of "one" for conflicts.
 3. This type of unit costs twice the normal amount to bribe.
- C. **ELITE MERCENARIES:** Some mercenary units were more effective and fought harder and better than other mercenary forces. The famous Swiss pikemen were mercenaries of this type.
 1. This type of unit costs six ducats, instead of the normal three.
 2. This type of unit has a doubled strength of "two" for conflicts.
 3. This type of unit may be bribed for normal amounts.
- D. **ELITE PROFESSIONALS:** Toward the end of the period covered in the game, units of longterm professional citizen soldiers began to appear. The Spanish infantry, recruited from Spanish citizens to fight for Spain, and well trained and equipped, were noted as the best soldiers in Europe. They provide the best example of this type.
 1. This type of unit costs nine ducats, instead of the normal three.
 2. This type of unit has a doubled strength of "two" for conflicts.
 3. This type of unit costs twice the normal amount to bribe.

V. OPTIONAL BRIBERY RULES

In the Advanced Game bribery rules, bribes may only be directed into provinces or seas that are adjacent to the player's own military units. Here are two options on how this rule may be modified, if players wish.

- A. Using the first option, a player may also bribe units that are adjacent to some other player's military units, but not to his own, but only with the permission of that other player.
 1. The player should negotiate for permission, then write the bribe order on the Order Sheet in the normal manner.
 2. During the Ducat Expenditure Phase, the player reads the bribe order in the normal manner, and also states whose permission he has to make the bribe. The player who gave permission must then confirm that this is so. Then the order is carried out normally. If the other player fails to confirm the permission, the order (and the ducat value spent) is wasted—remember, you cannot really trust anyone.
 - 3.
- B. Simply permit players to direct bribes into any provinces, whether they are adjacent to any military units, or not. Use of this option can produce some wild situations.

VI. OPTIONAL ASSASSINATION UNIT SET UP

- A. This option may be used instead of the set up given in the Advanced Game rules (section III).
- B. As the game is being set up, each player takes a number of Assassination units of his color equal to the number of other players in the game. All these units are placed together, inverted so that the colors cannot be seen, and mixed up thoroughly. The players then take turns selecting one of these units at a time until all have been selected. Players may keep what colors they select a secret. What colors are drawn can often help determine a player's strategy. The Assassination units are used normally in the game.

VII. OPTION WHEN PLAYER QUILTS THE GAME

If a player has to leave the game before it is finished, move all of his military units from the mapboard. Then place an Independent Garrison unit in every fortified city and fortress (if used in the scenario) that the player controlled. Continue normal play after this is done.

VIII. DISTANT PLAY RULES

These rules outline a system to permit players to play a game with each other by phone or by mail, if they are unable to assemble for face-to-face play, or simply prefer to play at a distance. To use this system, all players must set up their own copy of the game, then either send their moves by mail, or read them over the phone.

- A. **THE JUDGE:** This option presumes (perhaps a bit too optimistically) that an extra person can be obtained who will not actually play in the game for any side, but will serve as "Judge", and run the game. All orders from all players must be sent or called to the Judge, who needs to have his own copy of the game set up, plus other notes that the Judge may require (ie. the number of ducats currently in the Treasury, notes regarding player agreements, loans, gifts, or the borrowing of ducats, plus any other information that may help the Judge in carrying out orders.)
- B. The game is played similarly to the face-to-face version, but all needed information must be funneled through the Judge. The Judge handles all dice rolling, and carries out all orders for the players, resolving conflicts and determining the directions of retreats. The Judge must then make a list of the locations of all units, including military, Famine, and Rebellion units, and send or read this list back to all players, so they may make proper adjustments to their own mapboards. If played by mail, the Order Sheets should be sent back with this list to write orders for the next Campaign.
- C. The Judge will wish to carry out the famine, plague, and variable income dice rolls and record the results prior to sending or calling back the unit placements in the appropriate Campaigns.
- D. The great advantage in Distant Play is that the players can communicate individually and secretly by phone or mail without the knowledge of other players. Players involved in these games should take full advantage of this in their negotiations.
- E. The Judge should set deadlines on when orders from all players must be received. Generally, every night or two is fine for games played by phone, but two to four weeks should be allowed for mail games to give players time to negotiate properly. Any player who does not get his orders in by the deadline, has automatically no expenditure orders, and only hold orders for all military units.
- F. **STANDARD SET UP:** This rule is unnecessary in a face-to-face game, but will help players determine exactly what military unit is set up in what province to start the game.
 - 1. Set up military units so that their numbers are consecutive by type in the order they are listed in the scenario set ups. For instance, in scenario III.B., Naples would be set up with Army unit No. 1 in Bari, Fleet unit No. 1 in Naples, Army unit No. 2 in Messina, and Fleet unit No. 2 in Palermo.
 - 2. If one player controls more than one major power, and is using one set of units for all of them, set up consecutively by type in the order in which the major powers are listed in the scenario set up.

IX. LUCK

The Basic Game contains no dice rolling, and, therefore, has no random luck element—the results are totally due to the interactions of the players. Dice rolling is introduced in the Advanced Game rules and Optional Rules, so that a degree of random luck is present in these versions. This option is for players who wish to eliminate the random luck element from the game.

- A. Do not use the Assassination rules. Use no Optional Rules that require the use of a die.
- B. For the variable income rolls in the Advanced Game rules, assume that everyone rolls a "3" for all variable income rolls during odd numbered years (ie. 1385), and assume that everyone rolls a "4" on even numbered years (ie. 1386).

X. RATINGS POINTS

This rating is intended for players who play the game frequently. It enables players to compare their overall records with each other. Only games with four or more players that are finished are counted in this system.

- A. At the end of a game, all players count the number of cities they control to determine their order of finishing. They then check the Ratings Chart [page 16] on the Game Tables Cards to determine how many ratings points they get. For instance, in a four player game, the winner gets ten ratings points, the second place player gets seven ratings points, etc. In the case of ties, add the ratings points and divide by the number of tied players to get their ratings points. For instance, if, in a five player game three players are tied for second place (which means they are also tied for third and fourth place), add the ratings points for second (8), third (6), and fourth (4), and divide by three. This means all three of the tied players would get six ratings points.

- B. These ratings points are accumulated from game to game. To find each player's "Skill Rating", divide the total accumulated points by the number of games played. For instance, the two players charted below have both participated in ten five player games:

Note that although Player "A" won two games while Player "B" won only once, Player "B" is a slightly more skillful player, as shown by the two Skill Ratings.

- C. A player's Skill Rating can be further expressed by indicating the number of games played—ie. a rating of "325.7" indicates a player with a Skill Rating of "5.7" after thirty-two games played. To be a valid indication of overall skills for comparison, the number of games played by two players must be similar.
- D. The ratings points may be used to determine victory in games involving few players. Instead of one player running several major powers, but only using one set of unit counters, the player runs each of the major powers he controls with a separate set of unit counters. Each of the major powers remains separate, although they are obviously closely allied! The player should use a separate Order Sheet for each major power controlled. When the game ends, determine the order of finishing for all major powers. A player adds together the ratings points of the major powers he controls. The winner of the game is the player with the largest number of ratings points.

PLAYER A		
Place	No. of Times	Ratings Points
First	2	20
Second	2	16
Third	1	6
Fourth	3	12
Fifth	2	4
Total	10	58
Skill Rating = 5.8		

PLAYER B		
Place	No. of Times	Ratings Points
First	2	10
Second	4	32
Third	2	12
Fourth	1	4
Fifth	2	4
Total	10	62
Skill Rating = 6.2		

SCENARIOS—HISTORICAL SUMMARY

I. INTRODUCTION TO THE SCENARIOS

The separate scenarios, each of which is a game in itself, all use this common set of rules. Each scenario provides the information needed to set up and play a game. There are four separate scenarios provided, each covering different political alignments in various historical eras. The scenarios are further broken down into variants which allow for play by different numbers of players. Each scenario is linked to the next by a running historical commentary. The essential information given in each scenario is laid out as follows:

DATE: This gives the date of the first Campaign in the scenario.

SET UP: This lists the provinces that are controlled by each of the major powers (ie. the home countries) at the start of the game. Provinces that contain military units at the start of the game have the initial for the type of unit ("A" =Army unit, "F" =Fleet unit, and "G" =Garrison unit) listed next to the name of the province, in parenthesis.

INDEPENDENT GARRISONS: This lists the provinces that contain Independent Garrison units at the start of the game.

SPECIAL RULES: This lists any special rules that apply only to that scenario. If the special rule is only needed for games using Advanced rules, the word "Advanced" will appear in parenthesis.

VARIANTS: This tells how to align the major powers to allow for different numbers of players. When one player is controlling more than one major power, all the units used by that player should be the same color. In some cases, a Variant is not suitable for play using the Basic Game Victory Conditions; if so, it is noted with an asterisk (*).

II. INDEX TO THE SCENARIOS

This section of the rules is provided to aid players in locating a scenario variant suitable to the number of players available. It should be noted that the two player variants, which do not permit players to interact through negotiations, are provided more as "practice games" than as serious games.

A. THE EXPANSION OF STATES: 1385-1425:

Two, three and four player variants.

B. THE BALANCE OF POWER: 1454:

Two through eight player variants.

C. THE STRUGGLE FOR DOMINANCE: 1499-1521:

Three through six player variants.

D. THE SPANISH PREPONDERANCE: 1521-1529:

Two through six player variants.

III. THE SCENARIOS

A. THE EXPANSION OF STATES: 1385-1425

The period from approximately 1385 to 1425 saw two serious attempts, one by Milan, the other by Naples, to become mega states and dominate the peninsula. While Milan and Naples tried to expand, the Florentines, realizing that victory by either would cost them their liberty, themselves sought to expand in self-defense, and to organize opposition to Milan and Naples.

Venice, which was at the height of its maritime prosperity, and which up to this time had purposely refrained from serious involvement on the mainland, grew alarmed at the Milanese expansion, and decided to acquire its own possessions to act as a buffer.

The Papacy, discredited by the Avignon captivity and the Great Schism (which saw ignominious counterclaims by three rival Popes), was not a factor at this time. The various provinces and cities of the Papal States had reverted to complete autonomy, and were a tempting target for Neapolitan ambitions. Surrounded and separated by independent states, the four powers must expand to survive and triumph.

1. DATE:

Spring, 1385.

2. SET UP:

Milan: Pavia (A), Milan (A), Cremona (A), Como, Bologna (A), and Genoa (F).

Venice: Dalmatia (F), Venice (G), and Ragusa (F).

Naples: Bari (A), Aquila (A), Naples (F), Salerno (F), Otranto, and Capua.

Florence: Pistoia (A), Florence (A), and Pisa (F).

3. INDEPENDENT GARRISONS:

Place in all fortified cities and fortress not named as part of the four participating countries.

4. SPECIAL RULES

- a. France and Austria are neutral, so no units may enter the provinces of Avignon, Marseille, Provence, Swiss, Tyrolia, Austria, Carinthia, or Hungary.
- b. Milan, Florence, Venice, and Naples each have one die roll for variable income (Advanced).
- c. The player who controls both the major city and province of Rome also gets one die roll for variable income (Advanced).
- d. The fortresses are used in this scenario.

[page 18]

5. VARIANTS

- a. **Two Players:** Each player takes any two of the major powers (*).
- b. **Three Players:** One player takes Milan, one takes Naples, and one takes Venice and Florence.
- c. **Four Players:** Each player takes one of the major powers.

B. THE BALANCE OF POWER: 1454

About the year 1454, the five major Italian powers, having reached a rough parity in strength, sought to create an anti-aggression peace alliance among themselves. The geopolitical situations had advanced a great deal since 1400. Many independent states had been absorbed, and five great states now dominated the political scene: Venice, Milan, Florence, the Papal States, and Naples. Venice was now a major land power, as well as retaining much of her sea empire and mercantile wealth.

Florence had expanded, and now was a sea power as well as a mercantile power. The Papacy had been restored to Rome, and, under such dynamic Popes as Martin V, reasserted its sovereignty over the Papal States. With the resources and contributions of the faithful all over Europe, the restored, renewed, but now thoroughly secular Papacy was a force to be reckoned with. Milan, having failed in its bid to dominate the peninsula was still, under Francesco Sforza, one of the most powerful centralized Italian States.

Finally, Naples, after being unified once again with Sicily by Alfonso of Aragon, was now a major maritime and land power. A new complicating factor was the interest in Italy by outside powers such as France and Austria, but especially by the Ottoman Turks. The Turks, unified and expansionistic, fresh from victory at Constantinople, were ready to move against Venice in the Balkans or Naples in southern Italy.

1. DATE:

Spring, 1454.

2. SET UP:

Milan: Pavia (A), Cremona (A), Como, For nova, Piacenza, and Parma, Milan (A).

Venice: Padua (A), Verona (A), Venice (G), Dalmatia (F), Brescia, Bergamo, Vicenza, Treviso, Friuli, and Istria.

Florence: Arezzo (A), Florence (A), Pisa (F), and Pistoia.

Papacy: Bologna (A), Ancona (F), Perugia (A), Rome (A), Patrimony, Spoleto, Urbino, Romagna and Tivoli.

Naples: Bari (A), Naples (F), Messina (A), Palermo (F), Otranto, Salerno, Aquila, and Capua.

Turks: Albania (A), Durazzo (F), Tunis (F), Herzegovina, and Bosnia.

Austria: Hungary (A), Austria (A), Tyrolea (A), and Carinthia.

France: Swiss (A), Avignon (A), Marseille (F), and Provence.

3. INDEPENDENT GARRISONS:

Place in Savoy, Montferrat, Saluzzo, Genoa, Trent, Ferrara, Mantua, Modena, Lucca, Piombino, Sienna and Ragusa.

4. SPECIAL RULES:

- a. The fortresses are not used in this scenario, and can be ignored.
- b. The Papacy, Naples, Milan, France, Austria, and the Turks each have one die roll for variable income (Advanced).
- c. Florence and Venice each have two die rolls for variable income (Advanced).
- d. The player who controls both the province and major city of Genoa gets an additional die roll for variable income.
- e. The player who controls Naples or Milan (both city and province) also gets one die roll for variable income (Advanced).

5. VARIANTS:

a. Two Players:

Option No. 1: Each player takes any four of the major powers (*).

Option No. 2: Drop the Turks, Austria, and France from the game and make them neutral. One player takes Venice and Rome, the other player takes Milan, Florence, and Naples (*).

b. Three Players:

Option No. 1: Drop Austria and France from the game and make them neutral. Each player then takes any two of the remaining major powers.

Option No. 2: Add the province of Genoa, and treat as a major power with one Garrison unit. Each player then takes any three major powers.

- c. **Four Players:** Each player takes any two of the major powers.
- d. **Five Players:** Drop the Turks, Austria, and France from the game and make them neutral. Each player then takes one of the remaining major powers.
- e. **Six Players:** Drop Austria and France from the game and make them neutral. Each player then takes one of the remaining major powers.
- f. **Seven Players:** Drop Austria from the game and make it neutral. Each player then takes one of the remaining major powers.
- g. **Eight Players:** Each player takes one of the major powers.

C. THE STRUGGLE FOR DOMINANCE: 1499-1521

This period covers the era from the invasion by Louis XII of France in 1499 to the betrayal of French controlled Milan to Charles V of Austria in 1521. This was a very confused era of almost continual warfare touched off by the French invasion, which led to the downfall of Ludovico il Moro, Duke of Milan, and the French possession of Milan for nineteen of the next twenty-one years. This period also saw increasing Spanish and Austrian involvement in Italian affairs.

First the Austrians under Maximilian faced the French in Milan, then the Aragonese (Spain) under the cynical Ferdinand entered the affairs of Sicily and Naples, and finally the Emperor Charles V, ruler of both Spain and Austria, moved to expel the French from Milan. The different Italian states played a variety of roles during this period. Florence, embarrassed by internal difficulties, normally found itself allied with the French against the Papal States and Naples. Venice survived an attack by all the other states in 1509, only to see much of its mercantile empire swept away by the aggressive Turks.

The Papacy, hoping to remove French influence from the peninsula, restored the exiled Medici as rulers of Florence and threw its weight into the balance in Spain's favor. Milan, occupied by France almost the whole time, played no independent role. This scenario has two parts—one showing the situation in 1499, and the other showing the situation in 1513.

PART ONE (Struggle for Dominance 1499):

1. DATE:

Spring, 1499.

2. SET UP:

France: Avignon (A), Marseille (F), Provence, Milan (A), Genoa (F), Naples (A), Bari (A), and Saluzzo (A).

Austria: Tyrol (A), Austria (A), Hungary, Carinthia, Swiss (A), Sardinia (F), Palermo (F), and Messina (A).

Papacy: Bologna (A), Perugia (A), Rome (A), Ancona (F), Patrimony, Tivoli, Spoleto, Urbino, and Romagna.

Florence: Arezzo (A), Florence (A), Pisa (F), and Pistoia.

Venice: Treviso (A), Padua (A), Venice (G), Dalmatia (F), Istria, Bergamo, Brescia, Verona, Vicenza, and Friuli.

Turks: Tunis (F), Albania (A), Durazzo (F), Herzegovina, and Bosnia.

3. INDEPENDENT GARRISONS:

Place in Savoy, Turin, Montferrat, Pavia, Cremona, Trent, Mantua, Modena, Lucca, Piombino, Siena and Ragusa .

4. SPECIAL RULES:

- a. The fortresses are not used in this scenario, and can be ignored.
- b. Milan, Genoa, Naples, Bari, and Saluzzo are not considered to be part of the French home country, and new military units may not be placed there.
- c. France, Florence, and Venice each have two die rolls for variable income (Advanced).

- d. Austria, the Papal States, and the Turks each have one die roll for variable income (Advanced). e. The player who controls the city and province of Genoa or Florence also gets one die roll for variable income (Advanced).

5. VARIANTS:

a. Three Players:

Option No. 1: Each player takes any two of the major powers (*).

Option No. 2: One player takes the Papacy and Austria; another player takes France and the Turks; the third player takes Venice and Florence (*).

- b. **Four Players:** One player takes Florence and the Papacy; another player takes Venice and the Turks, the other two players take one of the remaining major powers each.
- c. **Five Players:** Drop the Turks from the game and make them neutral. Each player then takes one of the remaining major powers.
- d. **Six Players:** Each player takes one of the major powers.

PART TWO (Struggle for Dominance 1513):

The situation in 1513 is very confused and interesting. The French had been thrown out of most of Italy, and Maximilian Sforza (represented by Milanese units) was allied with the Swiss and the D'Este family in Modena and Ferrara.

1. DATE:

Spring, 1513.

2. SET UP:

France: Avignon (A), Marseille (F), Provence, Saluzzo (A), and Milan (G).

Turks: Durazzo (A), Albania (F), Tunis (F), Herzegovina, Bosnia, and Hungary (A).

Milan: Pavia (A), Cremona (A), Swiss (A), Modena (A), and Ferrara (A).

Austria: Tyrolea (A), Austria (A), Carinthia, Palermo (F), Messina (A), Naples (F), Bari (A), Capua, Aquila, Salerno, Otranto, Sardinia (F), and Milan (A).

Papacy: Ancona (F), Perugia (A), Rome (A), Bologna (A), Patrimony, Spoleto, Urbino, Romagna, and Tivoli.

Venice: Padua (A), Treviso (A), Venice (G), Dalmatia (F), Istria, Bergamo, Brescia, Verona, Vicenza, and Friuli.

3. INDEPENDENT GARRISONS:

Savoy, Turin, Montferrat, Genoa, Trent, Mantua, Lucca, Pisa, Florence, Arezzo, Piombino, Sienna, and Ragusa.

4. SPECIAL RULES:

- a. The fortresses are not used in the scenario, and can be ignored.
- b. Milan is not considered to be part of anybody's home country, and new military units may not be placed there.
- c. France, the Turks, Milan, and the Papacy each have one die roll for variable income (Advanced).
- d. Austria and Venice each have two die rolls for variable income (Advanced).
- e. Variable income is available for control of the following places—Genoa and Florence. The player must control both the city and the province to roll for variable income for these places.

5. VARIANTS:

- a. **Four Players:** One player takes France and the Turks, another player takes Milan and the Papacy; the other two players take one of the remaining major powers each.
- b. **Five Players:** One player takes France and the Turks; the other players take one of the remaining major powers each.
- c. **Six Players:** Each player takes one of the major powers.

D. THE SPANISH PREPONDERANCE: 1521— 1529

During the later stages of the Italian Wars, the power balance situation was completely changed from earlier periods. The French had lost their hold on Milan and Genoa. Spain (linked with Naples) and Austria, both ruled by the Hapsburg Emperor Charles V, and gained Milan, and threatened to dominate both Northern and Southern Italy.

As usual, the Italian states took various positions in the struggle. Venice was menaced by the Turks, and had to devote most of its attention to its Balkan empire. Florence allied with France to avoid becoming a vassal of Spain and the Papacy. The Turks were stronger, conquering Hungary, and threatening to overrun the Balkans and Southern Italy.

1. DATE:

Spring, 1521.

2. SET UP:

France: Swiss (A), Avignon (A), Marseille (F), Saluzzo (A), and Provence.

Austria: Tyrolea (A), Austria (A), Carinthia, Carniola, Milan (A), Bari (A), Messina (A), Palermo (F), Naples (A), Capua, Aquila, Salerno, Otranto, and Sardina (F).

Papacy: Bologna (A), Perugia (A), Rome (A), Ancona (F), Romagna, Urbino, Spoleto, Tivoli, and Patrimony.

Florence: Arezzo (A), Florence (A), Pisa (F), and Pistoia.

Venice: Padua (A), Treviso (A), Venice (F), Dalmatia (F), Bergamo, Brescia, Verona, Vicenza, Friuli, and Istria.

[page 18]

Turks: Albania (A), Durazzo (F), Tunis (F), Herzegovina, Bosnia, and Hungary (A).

3. INDEPENDENT GARRISONS:

Place in Savoy, Turin, Montferrat, Genoa, Pavia, Cremona, Trent, Mantua, Ferrara, Modena, Lucca, Piombino and Sienna .

4. SPECIAL RULES:

- The fortresses are not used in this scenario, and can be ignored.
- France, the Turks, Florence, the Papacy, and Venice each have one die roll for variable income (Advanced).
- Austria has two die rolls for variable income (Advanced).
- The player who controls both the major city and province of Genoa gets an additional die roll for variable income (Advanced).

5. VARIANTS:

- Two Players:** Drop Florence from the game, and replace its military units with Independent Garrison units. One player takes France and the Turks, and the other player takes Austria. Both players then take any one of the re-maining two major powers.
- Three Players:** One player takes Austria; another player takes France, the Turks, and Florence; and the third player takes Venice and the Papacy.
- Four Players:** One player takes Austria; another player takes France and the Turks; another player takes Venice and the Papacy; and the fourth player takes Florence, with the addition of Genoa, where a Florence Fleet unit will replace the Independent Garrison unit (Note: Genoa is not part of the home country).
- Five Players:** One player takes France and Florence and the other players take any one of the remaining major powers.
- Six Players:** Each player takes one of the major powers.

IV. DOING YOUR OWN SCENARIOS

MACHIAVELLI is a very flexible game that easily lends itself to generating additional scenarios and variants. The scenarios given with the game are, in fact, only a small part of all the historical scenarios that could be set up. A little research, and imagination could produce numerous additional scenarios, both historical and purely fantastic. Players are therefore encouraged, as they gain experience with the game, to create their own reality, and experiment with some additional scenarios.

V. NICCOLO MACHIAVELLI - A SHORT BIOGRAPHY



Niccolo Machiavelli (1469-1527)

Niccolo Machiavelli was born in Florence in 1469, and died there in 1527. As a member of a moderately prominent family, Machiavelli was drawn at an early age into governmental service. From 1498 until 1512, he served in the Chancellery of the Florentine Republic, rising to become second in command and secretary in charge of diplomatic negotiations, and, in case of war, the supervision of military operations. As a diplomat, he travelled to most Italian courts and to France and Germany.

As a military supervisor, he spent a great deal of time in military camps, closely observing the condottieri (mercenary soldiers) who dominated the military scene in early sixteenth century Italy. Having observed the treachery and inconstancy of the mercenaries, Machiavelli pushed hard for the organization of a Florentine citizen's militia for the defense of the Republic.

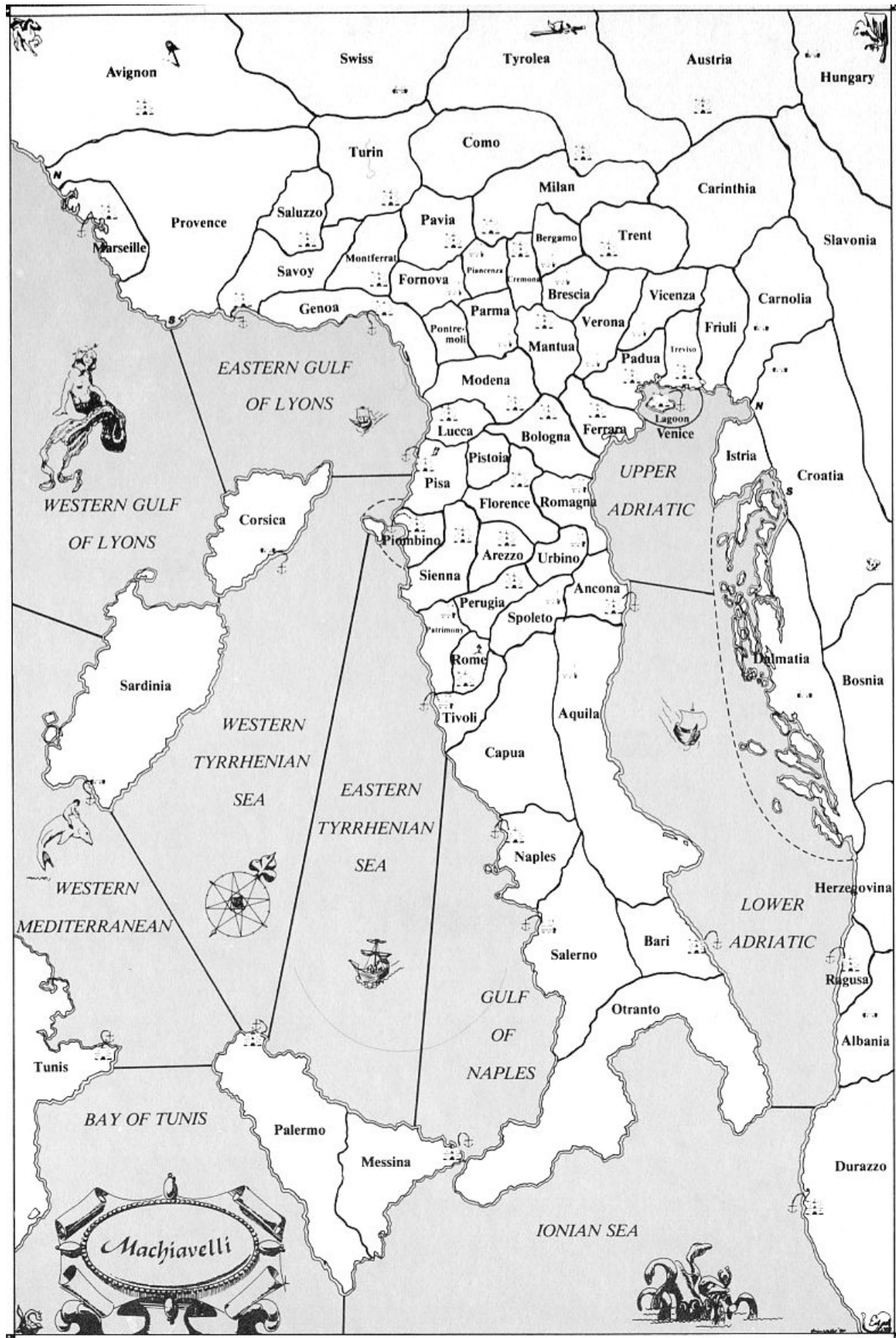
He was put in charge of developing this military force, but in 1512 his citizen soldiers were swept from the field by the Imperial (Austrian) army. The Republic was overthrown, and the Medici family, in exile since 1494, were reinstated as rulers of Florence. Because he had organized the militia which opposed their return, and had been a loyal servant of the Republic, Machiavelli was less than popular

with his new masters. He was dismissed from office, arrested, tortured, and eventually exiled from the city to a small estate outside Florence.

Until 1513, Machiavelli's career had been no more, and in many cases, considerably less, remarkable than that of most of his contemporary peers. In exile, however, embittered by his treatment, yet desperately wanting to rehabilitate his career, Machiavelli began the most productive, memorable, and creative period of his life.

Between 1513 and 1523 he wrote the four great treatises on political thought for which he is principally known: *The Prince*, *The Discourse*, *The Art of War*, and *The Florentine History*. Of these *The Prince* is most famous, for in it Machiavelli developed a systematic theory of *raison d'etat* which shocked even his contemporaries. The problem he posed was simply how a Prince was to gain and hold power. Departing from the superficial and moralistic medieval manuals on statecraft, Machiavelli advanced the proposition that politics as a sphere of action was not subject to ordinary moral and ethical rules. To capture and maintain power, the Prince may use any methods, and is not bound by ordinary notions of right and wrong. The highest morality is the secure possession of power, and any means necessary to obtain that end if appropriate. The Prince therefore is allowed to, and can without qualms, lie, cheat, murder, oppress, assassinate, and terrorize his subjects and opponents in order to preserve his power and the stability of his state.

This concept, that the sphere of politics is ethically distinct from other spheres of life, and that within the political sphere *raison d'Etat* is the highest morality; and that to approach this goal the end justifies any means, constitutes the central message of *The Prince*, and is the origin of the term Machiavellian.



SEQUENCE OF PLAY

1. Famine Phase (Optional)
2. Military Unit Adjustment (and Advanced Income) Phase
3. Famine Unit Removal Phase (Optional)
4. Plague Phase
5. Negotiation Phase
6. Ducat Borrowing Phase
7. Assassination Phase
8. Order Execution and Conflict Resolution Phase

When playing the Basic Game, use only those phases shown in black.

COUNTRY ABBREVIATIONS

(A): Austria
 (Fl): Florence
 (Fr): France
 (M): Milan
 (N): Naples
 (P): Papacy
 (T): Turkey
 (V): Venice

MILITARY ORDERS

A—Province or Sea Area: Advance into named province or sea area.
B—Province: Besiege fortified city or fortress in named province.
H: Hold.
L: Lift siege.
S—Province or Sea Area: Support named province or sea area.
T—Army: Transport named Army
O: Disband
List unit converted to

EXPENSE TABLE

Order	Result	Cost
A-Province:	Famine relief of named province	3 ducats
B-Province:	Pacify Rebellion in named province	12 ducats
C-Unit or Province:	Counter-bribe of named unit or province	3 ducats
D-Province:	Disband Independent Garrison in named province	6 ducats
E-Province:	Buy Independent Garrison in named province	9 ducats
F-Province:	Convert committed Garrison to Independent Garrison in named province	9 ducats
G-Province:	Disband committed garrison in named province	12 ducats
H-Province:	Disband Army or Fleet in named province	12 ducats
I-Province:	Buy Army or Fleet in named province	18 ducats
J-Province:	Initiate rebellion in named captured province	9 ducats
K-Province:	Initiate rebellion in named home province	15 ducats
L-Player:	Attempt assassination of named player per die point (not over 3)	12 ducats

Payments can be made in amounts greater than costs to protect against counter-bribes. All payments must be made in multiples of 3. Cost to buy, convert or disband garrisons in major cities are doubled.

FIXED INCOME (in ducats)

Each controlled body of water	- 1
Each controlled province	- 1
Each controlled city or major city point	- 1

VARIABLE INCOME (in ducats)

Country (city)	Die Roll					
	1	2	3	4	5	6
Austria	1	2	3	3	4	4
Florence	1	2	3	3	4	5
France	1	2	3	4	5	6
(Genoa)	1	2	2	3	3	4
Milan	2	3	3	4	4	5
Naples	1	2	2	3	3	4
Papacy (Rome)	2	3	3	4	5	6
Turkey	1	2	3	4	5	6
Venice	2	3	3	4	4	5



SECOND EDITION

DISASTERS TABLES

Dice Roll	Results
2-3	Excellent year—No natural disaster
4	Good year—Row only
5-6	Good year—Column only
7	Good year—Row only
8-12	Bad year—Row and Column

ASSASSINATION REBELLION TABLE

Type of Province	Die Roll for Rebellion
Home country province with military unit(s)	1
Home country province with no military unit(s)	1-2
Conquered province with military unit(s)	1-3
Conquered province with no military unit(s)	1-5

FAMINE TABLE

Dice Roll	2	3	4	5	6	7	8	9	10	11	12
2			Provence	Patrimony	Modena		Corsica	Ancona		Perugia	
3		Piombino						Tunis			Palermo
4	Tivoli		Otranto	Padua	Swiss	Cremona	Pontremoli		Herzogovina		
5	Friuli		Bologna	Salerno	Verona	Austria	Milan	Sienna			Durazzo
6	Marseille	Ragusa	Vicenza	Carinthia	Bergamo	Pistoia	Spoletto		Piancenza	Hungary	
7		Bari	Slavonia	Montferrat	Urbino	Fornova		Como	Trent		
8	Ferrara		Rome	Pavia			Arezzo	Brescia	Saluzzo	Albania	Genoa
9			Croatia		Florence	Turin	Mantua	Capua	Treviso		
10	Savoy		Sardinia		Parma	Bosnia	Tyrolea		Naples	Romagna	Dalmatia
11			Venice					Carniola		Messina	
12				Pisa	Aquila	Avignon	Lucca		Istria		

PLAGUE TABLE

Dice Roll	2	3	4	5	6	7	8	9	10	11	12
2	Vincenza	Swiss			Carnolia					Montferrat	Capua
3	Pontremoli	Bosnia	Slavonia				Croatia		Tivoli	Bari	Tyrolea
4	Savoy			Friuli		Rome		Marseille	Pavia		
5		Salerno	Veronna		Dalmatia	Lucca	Bologna	Carinthia	Provence		
6			Turin	Sienna	Messina	Padua	Austria	Ferrara		Ragusa	
7	Palermo		Genoa	Albania	Pisa	Tunis	Avignon	Milan			Sardinia
8	Durazzo		Naples	Modena	Perugia	Cremona	Venice	Florence			
9		Bergamo	Ancona	Parma					Mantua	Istria	
10	Romagna	Hungary		Urbino			Piombino		Treviso		Como
11	Piancenza	Fornova			Pistoia			Otranto		Aquila	Spoletto
12	Trent	Herzogovina		Brescia		Arezzo		Corsica		Patrimony	Saluzzo

Machiavelli Order Sheet

YEAR	SEASON		SPRING		SUMMER		FALL		SPRING		SUMMER		FALL	
	Bodies of water													
	Provinces													
	Cities													
	Variable income													
	Total income													
	Units X 3d	()										
	Surplus	()										
	A 1													
	A 2													
	A 3													
	A 4													
	A 5													
	A 6													
	A 7													
	A 8													
	A 9													
	A 10													
	A 11													
	A 12													
	F 1													
	F 2													
	F 3													
	F 4													
	F 5													
	F 6													
	F 7													
	F 8													
	G 1													
	G 2													
	G 3													
	G 4													
	G 5													
	G 6													
	1													
	2													
	3													
	4													
	FINANCES													
	ARMIES													
	FLEETS													
	GARRISONS													
	EXPENSES													

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