

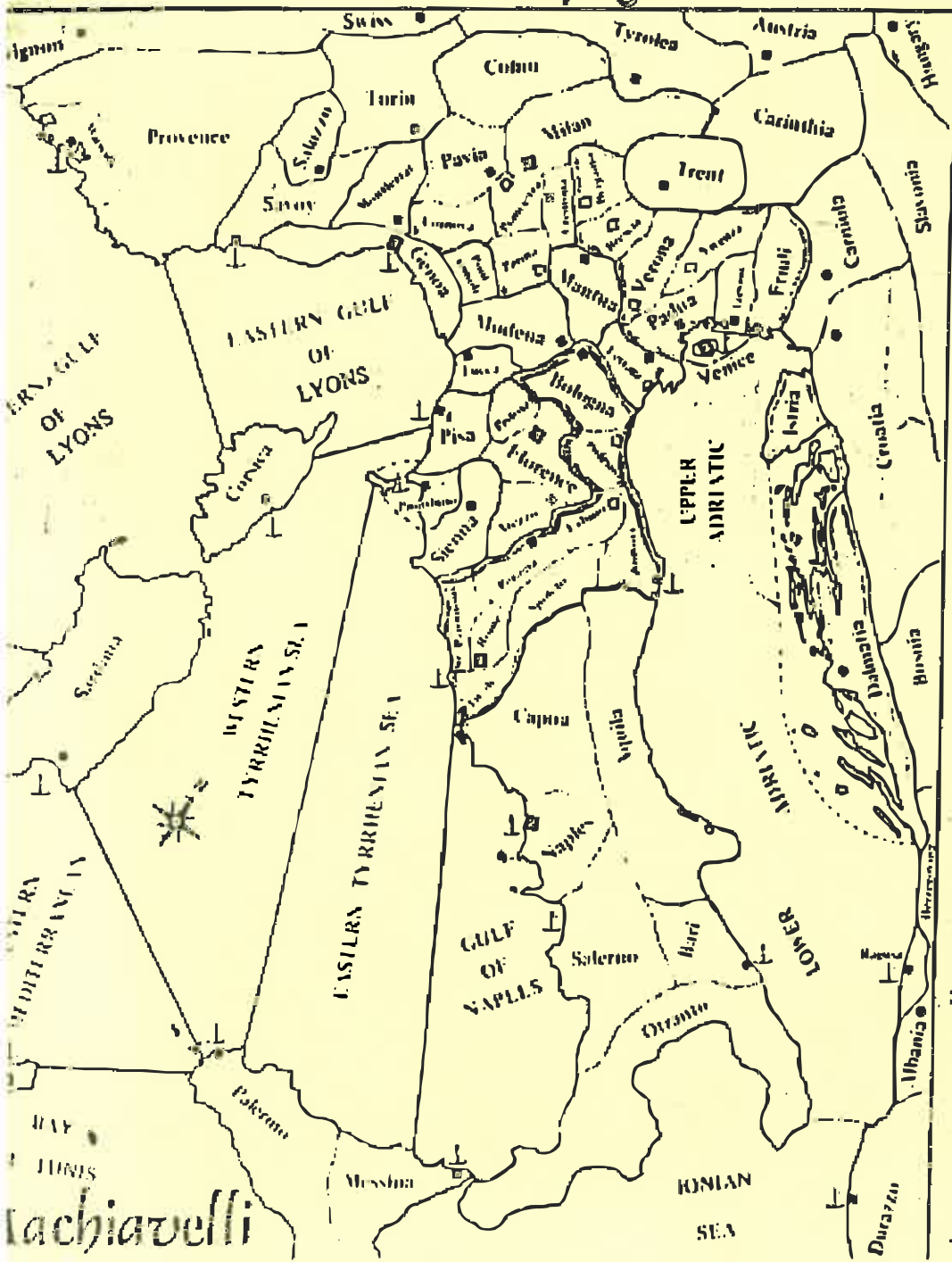
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Campaign:

MACHIAVELLI — PLAY SHEET TWO

MAJOR POWER

- (A): Austria
- (F): Florence
- (Fr): France
- (M): Milan
- (N): Naples
- (P): Papacy
- (T): Turks
- (V): Venice



- DISPLACEMENTS/RETREATS should be written down & exposed simultaneously.
- Retreats may not be made to a province vacant as the result of a "stand-off".
 - Retreating units may NOT be voluntarily disbanded.
 - Retreating units may not be transported.
 - Retreats may not be made into NEUTRAL provinces (but OK w/ Auto. Garr. provinces)
 - IF NO OTHER RETREAT IS AVAILABLE, an army may retreat into a fort or fortified city, becoming a Garrison. It is otherwise eliminated.

SABOTAGE. In the case of a player quitting the game early, autonomous garrisons are placed in all the forts & fortified cities which he controlled.

FINANCES ADVANCED

Each body of water	: 1c
Each province	: 1c
Each city or city point	: 1c
Variable Income	(D)

ORDER-WRITING

ASSASSINATIONS for MAJOR POWERS - see table, above right
 PROVINCES - first five letters
 SEES - first letter of each word

PLAY SEQUENCE

- Famine
- Income & Military Unit Adjustment
- Famine Unit Removal
- Plague
- Negotiation
- Loans from Moneylenders
- Order writing
- Expenditure
- Assassination attempts.
- Order execution & Conflict Resolution.

EXPENSES: - a) Expense notation - below
 b) province, unit, power
 c). no. of dice to spend.

MOVEMENT: - a) unit ordered
 b) Military order - see table
 c) Province or unit, if necessary
 d) Major Power, if necessary.

EXAMPLES: - (G)FS = unit ordered to convert into Fleet FS.
 (A)S-A122-(A) = support into A122 in favour of Austria
 (F)T-A4-(Fr) = transport French Army (Expense) H-(A4)-(Fr)-15 = disband Black Army

MILITARY ORDERS

A:	Advance (list province)
B:	Besiege
H:	Hold
L:	Lift Siege
S:	Support (list province)
T:	Transport (list Army unit)
	List unit converted to (O=Disband)

MAINTENANCE (?) 3 ducats per year per unit
 EXPENSES TABLE (Advanced)

NOTATION	MEANING	COST
A	Famine relief (list province)	3d
B	Pacify rebellion (list province)	12d
C	Counter-bids (list unit or province)	3d
D	Disband Autonomous garrison (list province)	4d
E	Buy Autonomous garrison (list province)	9d
F	Committed garrison to Autonomous (list province)	9d
G	Disband committed garrison (list province)	12d
H	Disband Army or Fleet (list province)	12d
I	Buy Army or Fleet (list province)	18d
J	Conquered province to rebel (list province)	3d
K	Home province to rebel (list province)	18d
L	Assassination attempt (list victim), (P) die point (not over 3)	12d

VARIABLE INCOME (Advanced)*

City or Power (1654)	Die Roll					
	2	3	4	5	6	
Austria	1	2	3	3	4	4
Florence (2)	1	2	3	3	4	5
France	1	2	3	4	5	6
Genoa (1000)	1	2	2	3	3	4
Milan	2	3	3	4	4	5
Naples	1	2	2	3	3	4
Papacy or Rome	2	3	3	4	5	6
Turki	1	2	3	4	5	6
Venice (2)	2	3	3	4	4	5

NOTES: Counter-bids may be in units of 3d. The costs to disband, buy, or convert major city garrisons are doubled.
 *NO. OF DICE MAY VARY.

Machiavelli