

THE GREAT ITALIAN WARS

Introduction

THE GREAT ITALIAN WARS is a game construct meant to generate tabletop battles for players from the New Jersey Wargaming Society. It will utilize as a background and movement mechanic, the AH boardgame **MACHIAVELLI**© (hereafter referred to as the game). The tabletop battles will utilize the ruleset **BIG GUSTAVUS**.

While most of the rules from the game will remain as published in the **2nd Edition Copyright © 1995, including all Advanced and Optional**, there will be several additions and deletions and these will be referenced by appropriate page and paragraphs and **be denoted in RED font**.

Objective of THE GREAT ITALIAN WARS

While MACHIAVELLI© is a fairly simple game (based on DIPLOMACY©), there are few provisions for what I would deem Renaissance period “chrome”. It’s the objective of this approach, to take this simple format and add some of the elements missing, hopefully creating a very “fun” game for the gaming group. The period is very much a time of political intrigue, antagonistic egos and uncertainties observed and recorded by a most diabolical advisor.

Machiavelli’s **The Prince** basically states that a good leader needs to do whatever he can to forward his people, regardless of what it takes to get it. This pretty much sums up the game.

Fairly intensive research into the period has revealed a good numbers of anomalies particular to this period of great transition in the art of warfare and diplomacy. New victory points will supplement those of the game and take into account prestige, or how the world sees the player’s country (aka POWER). How a country was perceived was considered a reflection on the governing Houses or families.

While the game is structured on 4 seasons per year, these are fine for the tactical feel, but would prevent some of the very colorful aspects of the full period, as these developed or took place over nearly a hundred years. How to enable some of these to occur earlier? I’m proposing the use of “**Random Event Cards**”. These cards will account for many things not present in the game such as marriages; innovations of military, science, architecture, agriculture, the arts and others, while not being constrained by historical timing.

CHANGES TO MACHIAVELLI©

FOLLOWING THE STRUCTURE AS DETAILED IN THE RULESET

A. BASIC RULES

1.0 INTRODUCTION - NO CHANGES

2.0 GAME COMPONENTS - CHANGED

ADDITIONAL CHARTS/DOCUMENTS:

- I. RANDOM EVENT CARD MANIFEST
- II. ARMY COMPOSITIONS
- III. MILITARY INNOVATIONS
- IV. LEADERS DIRECTORY
- V. DIRECTORY OF CARDINALS
- VI. MERCENARY MANIFEST
- VII. PROVINCE SUMMARY
- VIII. PRESTIGE RECORD SHEET
- IX. PLAYER MOVE RETURN
- X. TURN RESULTS
- XI. PLAYER ARMY ORDER OF BATTLE

2.1 MAPBOARD - CHANGED

- IMPERIAL controls Tyrolea; Austria; Carinthia; Palermo; Messina; Otranto; Salerno; Bari; Aquila; Capua; Naples **and (new) Sardinia, Corsica, Trent.**
- **(new) HUNGARY** controls Hungary; Croatia; Slavonia; Carniola.
- OTTOMAN controls Albania (1479); Bosnia (1463 - half); Herzegovina (1482) and Tunis.
- Ragusa was an Ottoman Protectorate as of 1458. They were fairly independent but paid yearly tribute to the Sultan. Ragusa is considered an Independent State.
- **(new) VENICE** controls Durazzo (not taken by Ottoman until 1501)

2.2 GAME PIECES - CHANGED

The POWERS in play will be

- FRANCE
- FLORENCE
- VENICE
- MILAN
- PAPAL STATES
- OTTOMAN TURKS
- (new) HUNGARY
- IMPERIAL (AUSTRIA or Holy Roman Empire + NAPLES).
- GENOA
- SAVOY controls TURIN.
- FERRARA & MODENA controls MONTFERRAT
- SIENNA

NAPLES is combined with AUSTRIA. Initially Charles I King of Spain, when he inherits the Holy Roman Empire (HRE), he becomes Austria's Charles V. The great Kingdom of Spain is now combined with Austria (HRE). Spain had secured most of Naples, and now an independent Kingdom of Naples is dissolved and the HRE/Spain combination is called **IMPERIAL**.

There is an opportunity to add the minor powers of **GENOA, SAVOY, FERRARA & MODENA, and SIENNA**.

3.0 OVERVIEW OF PLAY

3.1 SCENARIOS – CHANGED - NOT USED

3.2 HOW TO WIN – CHANGED

PLAYER WITH THE MOST VICTORY POINTS AT THE END OF THE GAME

- 1 VICTORY POINT per Province or town.
- 2 or 3 VICTORY POINTS if town has that value.
- HIGHEST PRESTIGE = 10 VICTORY POINTS
- NEXT HIGHEST PRESTIGE = 5 VICTORY POINTS
- NEXT HIGHEST PRESTIGE = 3 VICTORY POINTS

GAME AUTOMATICALLY ENDS IF ANY PLAYER CONQUERS VENICE, MILAN, PAPAL STATES, FLORENCE

3.3.0 SEQUENCE OF PLAY – CHANGED

3.3.0.1 (NEW) RANDOM EVENT CARD PLAY

3.3.0.1.1 OVERVIEW

The Random Effects Cards (hereafter REC) represent either historical events or developments that in some way affected or could have affected the powers during the Renaissance. The period covered is nearly 100 years, and these events were distributed throughout the years. To bring elements of surprise and color these events will be dealt with randomly, and not apply to necessarily to historical parties or timing. Players will initially be issued with a number of cards equal to their current POWER LEADER DIPLOMACY rating. Each SPRING, Players will be dealt an additional number of cards equal to their DIPLOMACY Rating. Players may NEVER retain more HELD cards at the end of their turn greater than their DIPLOMACY ratings.

3.3.0.1.2 PROCEDURE

Each turn, players will receive a Player Move Return that will state the REC cards in hand and any newly received by CARD ID#. The **RANDOM EVENT CARD MANIFEST** will provide all details pertaining to this event. Players then will decide how to use the cards. This can be done at any time, such as after the Diplomacy Phase. They may be:

- DISCARDED back into the deck (including previously PLAYED/HELD that may be discarded to end any effects of these cards)
- TRANSFERRED to another Player (mutually agreed)
- PLAYED Effects take place immediately except for INNOVATIONS. (18.2)
- HELD (up to the Player's DIPLOMACY number)
- PLAYED/HELD. If a card provides a lasting effect, it is considered to be in the PLAYED/HELD category and not as HELD. This is marked on the cards by a blue background on the CARD ID #.

Cards TRANSFERRED in one turn cannot be PLAYED in the same turn.

The Player will record how the cards are used this turn on their MOVEMENT RECORD.

3.3.1 MILITARY UNIT ADJUSTMENT PHASE (SPRING TURN ONLY)

3.3.2 DIPLOMACY PHASE

3.3.3 ORDER WRITING PHASE

3.3.4 MOVEMENT AND CONFLICT PHASE

4.0 MILITARY UNIT ADJUSTMENT PHASE**4.1 PROCEDURE - NO CHANGE****4.2 PLACING NEW UNITS - NO CHANGE****4.3 DETERMINING CONTROL - NO CHANGE****4.4 (NEW) IMPROVING FORTIFICATIONS (SPRING TURN ONLY)****4.4.1 OVERVIEW**

ALL fortifications in the MACHIAVELLI game are rated the same. This rule permits players to expend resources to construct stronger defenses if they wish.

4.4.2 PROCEDURE

Player writes in his move that he intends to raise a fortification by ONE level.

- Identify the fortification
- Spend a multiple of 50 £ (+1 each 50)
- Add ENGINEER (+5)
- Add a MILITARY ARCHITECTURE PRODIGY (+2) WITH INNOVATION (+5)
- Each turn constructing, without interference of any kind. (+1)
- Game Master will roll 1D10. A 10 is required.

4.5 (NEW) PROCURING LEADERS AND MERCENARIES (SPRING TURN ONLY)**4.5.1 OVERVIEW**

While some of the major Powers will have armies and generals to rely on, most did not. Mercenaries will fill the ranks. All players will have access to the two lists of MERCENARY UNITS and LEADERS. These lists may be used by players each **SPRING TURN (and START)** to hire mercenaries for the following Campaign year.

4.5.2 PROCEDURE

4.5.2.1 LEADERS. They are grouped by POWER. The Player may draw upon leaders listed in his own POWER unless they are marked as INACTIVE (yellow background). These are FREE in that there is no extra cost to activate these and place them in a MILITARY UNIT. Only Leaders marked as MERCENARIES may be hired by other than his Power Player.

There are several types and rankings of Leaders.

- **(P) POWER LEADER.** These represent the players. These will have several values:
 - COMMAND AUTHORITY, as detailed below. (A, C,M) or “N” denoting cannot command.
 - DIPLOMACY, how many REC cards may be HELD.
 - SENIORITY, starting ruler is “1”, his successor is “2”, etc.
- **COMMAND**
 - “A” can command any force including an ARMY.

- “C” is a COMMAND, M IS A MANEUVER ELEMENT.

- **CAPABILITY**

- Refers to values assigned by guidelines in BIG GUSTAVUS

- **BIDDING/HIRING PROCESS.**

- For fun, these bids will be **BLIND BIDS**. List the desired Leader or Mercenary Unit **ID#** with your bids, **Desired** and **Top**. If no one else bids, you get it at the desired rate.
- If others bid, your Top offer will be used as your maximum bid.
- In case of a tie a die roll by the Game Master will determine.
- Highest bid gets the money-greedy Mercenaries. By the way, they are paid for the year, regardless of actual performance.
- Include this on your MOVE sheet for the year.

4.5.2.2 MERCENARY UNITS. These units are hired for only the current calendar year. They must be rehired if desired for the next year. Procedure is identical to 4.5.2.1.

5.0 DIPLOMACY PHASE - NO CHANGE

6.0 ORDER WRITING PHASE - NO CHANGE

6.1 GUIDELINES - NO CHANGE

6.2 MOVEMENT RESTRICTIONS - NO CHANGE

6.3 THE SIX TYPES OF ORDERS

6.3.1 ADVANCE/ATTACK - NO CHANGE

6.3.2 BESIEGE - NO CHANGE

6.3.3 HOLD - NO CHANGE

6.3.4 SUPPORT - NO CHANGE

6.3.5 CONVOY - NO CHANGE

6.3.6 CONVERSION – CHANGED

Not permitted except in the case that an ARMY may detach ½ of its numbers and form a GARRISON. The ARMY remains in the province while the Garrison occupies the city.

6.4 COOPERATION- NO CHANGE

7.0 MOVEMENT AND CONFLICT PHASE

7.1 PROCEDURE – CHANGED

Orders will be sent to Game Master (via **THE PLAYER MOVE RETURN**) who will work out simultaneous moves and contact players individually for any decisions required. The Game Master will report back to players by publishing the **TURN RESULTS**. This will show all moves made and ending positions, ready for the next move. Actions and notices that are not expressly SECRET will be published.

7.2 STRENGTH OF FORCES – CHANGED

Instead of the basic concept of all armies equaling “1”, and supported by others, the armies will vary by Country (POWER) in troop types, but equal in points based on the miniatures system. An ARMY at

the end of the SPRING turn, **must ALWAYS consist of 700 points** and may include up to 4 “generals” at no extra cost. GARRISONS **must ALWAYS consist of 350 points**.

Many sources were used to create the **ARMY COMPOSITION** lists, cross-checked to different rulesets. The lists have a generic army that must be used to create EACH of the player’s armies of 700 points. **At least half of the points in each army must consist of forces listed**. Each of the lists also have a number of points (in black background) that can be filled by forces in the **MERCENARY MANIFEST**. Note that most powers have a section of units that are not mercenaries. These are free to draw from for your armies. Also note that while the points are shown for army inclusion, they have no additional cost in Florins.

Supporting armies will provide additional forces to the tabletop battle, but will be delayed in arrival.

Losses incurred to Armies, Fleets and Garrisons remain throughout the year until the following SPRING turn. See section C.20 for UNIT LOSSES.

7.3 CONFLICT RESOLUTION – CHANGED

The tabletop battle will determine the outcome. Naval combat between Fleets remains as described in the game rules.

- SUPPORTING ARMIES may assign up to **one third** of their points and any leaders, **as long as the Game Master has received a listing of participating units prior to the table top game**.
- References to superior and inferior forces and automatic results are invalid.
- Either player may opt to cease the conflict **but must surrender the field and retreat**.

7.4 INTERRUPTING A CONVOY - NO CHANGE

7.5 RETREATS - CHANGED

5th bullet. “If the retreating unit is in an area containing an unoccupied fortified city, the unit may immediately convert into a Garrison and retreat into the city” ... **by breaking the Army into a Garrison of up to 350 points and dissolving the remainder of the Army. Leaders may remain with the Garrison.**

7.6 SIEGES – CHANGED

“A successful siege requires the completion of the following ~~two~~ steps in ~~two~~ consecutive turns”.

“1) To start a siege, the unit must begin the turn in the area containing the enemy-held fortified city. A unit cannot advance into an area and begin a siege in the same turn. To start the siege, order your unit to besiege and place the besieging unit under the Garrison.”

2) **Depending upon certain defensive and offensive actions taken, the number of consecutive turns can vary.***

3) “In the next turn, give the unit another besiege order. If the unit besieging the city is not forced to retreat out of the province, the city automatically surrenders. The Garrison is eliminated and the besieging unit remains in the province. The player successfully besieging the city immediately takes control of the city”

NOTE: ALL fortifications in Machiavelli have a common strength of ONE. The notations of 2 or 3 refer to other game functions. For sieges, every fortification is identical.

THE GREAT ITALIAN WARS will introduce the capability of increasing strengths of fortifications and the corresponding difficulty of reducing them through siege.

***SIEGECRAFT**

Action	Add (+) a turn	Deduct (-) a turn (can never be less than one)
Fortification Level = 1		
Fortification Level = 2	Add one turn (each level over 1)	
Fortification Level = 3	Add one turn (each level over 1)	
Fortification Level = 4	Add one turn (each level over 1)	
Fortification Level = 5	Add one turn (each level over 1)	
Besieger has an ENGINEER or MILITARY ARCHITECTURE PRODIGY		Deduct one turn
Besieger uses Iron Shot Cannon		Deduct four turns
Besieger uses Heavy Siege Train		Deduct 2 turns
Besieger uses Siege Train		Deduct one turn

7.7 AUTONOMOUS GARRISONS - NO CHANGE

7.8 CIVIL DISORDER - NO CHANGE?

B. ADVANCED RULES**8.0 FINANCES - NO CHANGE****8.1 DUCATS - -CHANGED**

During this period, Ducats and Florins were virtually interchangeable. Machiavelli uses 3 Ducats = pay for 1 Army of 700 points, a Fleet or Garrison.

We'll be using a slightly different monetary system. As mercenaries, leaders and a plethora of different capabilities are being introduced (many of which have costs), Machiavelli is too limited with only the **DUCAT**. Instead, we'll simply add another form of currency the **FLORIN**, which will be valued at 1/100 of a Ducat. So, 1.5 DUCATS is also 1 DUCAT and 50 FLORINS.

8.2 SOURCES OF INCOME – CHANGED

In addition to those listed, there are many others sources as a result of playing Random Event Cards. These may be valued in Ducats or Florins.

8.3 NOT IN RULES**8.4 LOANS AND GIFTS - NO CHANGE****8.5 MILITARY UNIT PAYMENT – NO CHANGE**

9.0 EXPENDITURES**9.1 PROCEDURE- NO CHANGE****9.2 EXPENDITURE TYPES – CHANGED**

(A) and (E) have additional requirements identified in Random Event Cards (REC) that can affect the expenditures listed.

9.3 BRIBES – NO CHANGE**10.0 REBELLIONS****10.1 REBELLION UNITS - NO CHANGE****10.2 EFFECTS OF REBELLION- NO CHANGE****10.3 REMOVING REBELLION UNITS - NO CHANGE****11.0 ASSASSINATIONS****11.1 RESTRICTIONS – CHANGED**

Instead of the method described in Machiavelli, Random Event Cards (REC) have cases of ACCESS TO HOUSEHOLD in addition to others that simulate this.

11.2 RESOLVING THE ATTEMPT – CHANGED

For every 6 Ducats spent, the player may attempt the assassination once.

A 1D10 will be used for the result. (Advise any REC card assassination modifiers being played):

- 11+ Complete success, target is assassinated, assassin escaped without leaving any trail.
- 10 Target assassinated, assassin is also killed.
- 9 Target wounded, assassin escapes.
- 7-8 Target wounded, assassin captured.
- 4-6 Failure, assassin captured.
- 1-3 Failure

11.3 EFFECTS OF THE ASSASSINATION – NO CHANGE**11.4 (NEW) SPYING**

The Random Event Cards (REC) permit spying on other players, for information not of public knowledge such as secret treaties, marriages, or held REC cards.

For every 50 E spent (1/2 Ducat), the player may attempt the spying once.

A 1D10 will be used for the result. (Advise any REC card spying modifiers being played):

- 11+ Complete success, information is obtained, spy escaped without leaving any trail.
- 10 Information is obtained, spy is also killed.
- 9 Information partially obtained, spy escapes.
- 7-8 Information partially obtained, spy captured.
- 4-6 Failure, spy captured.
- 1-3 Failure, spy escapes.

C. OPTIONAL RULES

12.0 EXCOMMUNICATION – CHANGED

12.1 CAUSES OF EXCOMMUNICATION:

- A player ATTACKs any Province or Town owned by the PAPAL Player.
- An ASSASSINATION attempt is made against the Pope, whether successful or not.
- When a player REFUSES to return Church Property (RANDOM EVENT CARD)

12.2 PROCEDURE

- The PAPAL Player writes in his orders that he wishes to excommunicate a specific Power Leader and the cause.
- PAPAL Player may choose to assign Influence Points to the attempt.
- Game Master will contact POPE INFLUENCER Player to determine if any Influence Points are assigned for or against excommunication.
- PAPAL adds modifiers based on cause are ATTACK +4; ASSASSINATION +5; REFUSES +1
- Game Master will contact Power Leader Player to determine if any Influence Points are to be assigned in defense.
- Game Master will roll a 1D10 and add to each Player's Influence Points and modifiers.
- Highest wins.

12.3 EFFECTS

- Excommunicate immediate loses 5 Prestige Points and 5 Influence Points.
- DIPLOMACY factor reduced by one.
- Each Quarter (turn), not year, loses an additional 1 Prestige Point.

12.4 REVERSAL

- Playing the RANDOM EVENT CARD “GOTT HILF MIR” (#105,106) negates excommunications in this year.
- Treat directly with the PAPAL Player to reverse it.
- Treat directly with the PAPAL INFLUENCER Player if in play, and together, treat with Pope.
- Present POPE dies.
- Attack and take ROME and force Pope to reverse it.
- Surrender all HELD Random Event Cards, lose a turn and call for a Council of Cardinals. The Game Master will roll a 1D10. The PAPAL, PAPAL INFLUENCER, and EXCOMMUNICATE player can add Influence Points to modify. A result of 5 or more will reverse the excommunication.

13.0 NATURAL DISASTERS

13.1 THE PLAGUE PHASE - NO CHANGE

13.2 EFFECTS OF PLAGUE – NO CHANGE

13.3 THE FAMINE PHASE - NO CHANGE

13.4 EFFECTS OF FAMINE – CHANGED

If any PRODIGIES of AGRICULTURE are owned with an INNOVATION, the famine is cancelled for this Player.

14.0 SPECIAL UNITS – CHANGED - ENTIRE SECTION NOT USED**15.0 STRATEGIC MOVEMENT****15.1 PROCEDURE - NO CHANGE****15.2 CONDITIONS AND RESTRICTIONS - NO CHANGE****16.0 MONEY LENDERS****16.1 THE BANKER - CHANGED**

The FLORENCE Player assumes the role of the BANKER, representing for the most part, the Medici Bank.

16.2 BORROWING- -NO CHANGE**16.3 INTEREST RATES- NO CHANGE****16.4 DEFAULT PENALTY- NO CHANGE****17.0 CONQUERING****17.1 HOW TO CONQUER - NO CHANGE****17.2 BENEFITS OF CONQUERING - -NO CHANGE****18.0 PATRONAGE, PRODIGIES AND INNOVATIONS****18.1 PATRONAGE AND OBTAINING PRODIGIES**

Many of the princes during this period fancied themselves true patrons of the arts and sciences. It demonstrated how powerful they were and promoted jealousy. The practice of supporting up and coming interns who might develop into PRODIGIES was always hoped for. RANDOM EVENT CARDS note when one of these PRODIGIES are available (and in what area they show talent), and if dealt to a player, the card can be played to obtain one, if desired. Note that there is a cost involved per year. The Player is free to be a patron of any number of these.

18. 2 INNOVATIONS OBTAINED BY PRODIGIES

- RANDOM EVENT CARDS note when an INNOVATION has been devised by the Prodigy (49-68). There are requirements noted on the card that must be satisfied. These innovations are the true mark of the Renaissance era.
- Once a PRODIGY is linked to an INNOVATION, the details of the innovation will be advised and the effect of that innovation will take place on the NEXT SPRING turn.

18.2 MILITARY INNOVATIONS OBTAINED THROUGH BATTLE (LEARNING FROM EXPERIENCE)

- It is possible for a Power to obtain the use of a **Military Innovation** through experiencing a defeat when the enemy utilizes the skill.
- A Power's use of MERCENARIES with a skill cannot gain the Innovation for the Power.
- Once per Tabletop Battle, after a DEFEAT (Power has been driven from the field or surrendered), a 1D10 may be rolled by the Power, needing a **13 Result** to gain the innovation.
- Die Roll Modifiers (only one of these may be applied per battle):
 - OUTSTANDING Leader present +4;
 - EXCELLENT Leader +3;

- MILITARY PRODIGY +5

19.0 ADDITIONAL CAPABILITIES OF POWERS

- 19.1 ORDERS OF CHIVALRY. POWERS that are listed may award admission to any Player, including themselves, (other than OTTOMAN) **ONCE per year**.
- In addition, there are 2 REC (numbers 31 and 32) that permit a second award.
- The POWER owning this capability of award is free to DEGRADE the recipient (banish from the Order) at any time they choose.
 - PAPAL STATES: Order of the Holy Sepulcher [OHS]; Order of the Golden Spur [OGS] (*Counts Palatinate*)
 - HUNGARY: Order of St George [OSG]; Order of the Dragon [OD]
 - FRANCE: Order of the Star [OS]; Order of the Ermine [OE]; Order of St Michael [OSM]; Order of St Catharine [OSC]
 - IMPERIAL: Order of the Golden Fleece [OGF]; Society of the Eagle [SOE]
 - SAVOY : Order of St Maurice [OSMA]; Military and Hospitaller Order of St Lazarus of Jerusalem [OSL]; Supreme Order of the Most Holy Annunciation, aka Order of the Collar [OC] (*must have both St Maurice and St Lazarus first*)

20.0 UNIT LOSSES

In the CONFLICT section tabletop battles will be fought whenever one Player wants to take an area defended by an Enemy Player. Losses in the game are either a unit retreating off the table edge; or annihilation through combat or HITS scored on a unit. (Kudos to Rich Kane for this section)

20.1 UNITS RETREATING OFF OF THE TABLE EDGE.

For purposes of the battle, these units will not return to this battle. In the campaign, they will return to the ARMY if the ARMY wins the battle, otherwise, they are lost until the SPRING TURN, when the ARMY is paid for the following year.

20.2 ANNIHILATION THROUGH COMBAT.

The unit is lost for the remainder of the campaign year and may be reconstituted in the SPRING TURN.

20.3 UNIT HITS TAKEN IN COMBAT

Each unit has the “Men” listed for each unit on either the ARMY COMPOSITION, MERCENARY MANIFEST or MILITARY INNOVATION documents. This should be noted on the PLAYER ARMY ORDER OF BATTLE.

Following the end of the battle, losses on the table top for infantry and cavalry units will be converted to manpower losses on the orders of battle according to the following table:

Hits:	# Unit Stands					
	1	2	3	4	5	6
1	50%	25%	17%	12%	10%	8%
2	-	50%	35%	25%	20%	16%
3	-	-	50%	38%	30%	25%
4	-	-	-	50%	40%	33%

5	-	-	-	-	50%	42%
6	-	-	-	-	-	50%

If a unit is eliminated from play on the table top through receiving a second Shaken, the above losses are doubled.

Note: Per the table top rules (BIG GUSTAVUS), a unit surrenders (and is eliminated and removed from play) when one of the following situations occurs:

- *Retreat movement forces the unit to move into terrain prohibited to it for movement; or*
- *The unit is forced by retreat movement to move adjacent to an enemy unit.*

In the event of table top leaders losses, the GM will identify the subordinate leader who succeeds to command. If a commander becomes a casualty, the GM will identify the subordinate force leader who succeeds as commander.

D. SCENARIOS

SCENARIO IN PLAY FOR THIS GAME IS I. THE BALANCE OF POWER **except that the YEAR is 1494**, not 1454.

SETUP – CHANGED

Above, sections 2.2 and 2.3

VARIABLE INCOME – CHANGED

Combine AUSTRIA and NAPLES for **IMPERIAL**.

START

It will be assumed that all MILITARY UNITS are already paid for 1494, providing more revenue for the players at the start.

POWER	ARMIES	FLEETS	GARRISONS	TREASURY (Ducats)	INFLUENCE	PRESTIGE*
FRANCE	2	1		8		7
IMPERIAL	5	2		5		16
MILAN	3			6		5
FLORENCE	2	1		6		1
VENICE	2	1	1	9		4
OTTOMAN	1	2		4		2
HUNGARY	1			2		2
PAPAL STATES	3	1		4		8
GENOA	1			4		2
SAVOY	1			2		7
FERRARA & MODENA	3			2		1
SIENNA	1			2		2

***PRESTIGE AT START**

POWER	ORDERS OF CHIVALRY	CARDINALS OWNED
FRANCE	5	2
IMPERIAL	8	8
MILAN	2	3
FLORENCE	0	1
VENICE	0	4
OTTOMAN	0	2
HUNGARY	2	0
PAPAL STATES	2	6
GENOA	1	1
SAVOY	6	1
FERRARA & MODENA	1	
SIENNA	1	1

Also, Players should Review:

MACHIAVELLI RULESET. Page 16, SCENARIOS for specific starting placements.

I. RANDOM EVENT CARD MANIFEST. Once you receive the ID numbers of REC you have been dealt, the explanation of these are provided.

II. ARMY COMPOSITIONS

- To see what a typical 700 point CORE army for your Power looks like. **At least ½ of any Army created must contain units listed here.**
- To ascertain what other optional units can supplement the CORE requirements.

III. MILITARY INNOVATIONS. To ascertain what your Power may look forward to, should the innovation occur. Players will be allowed to select the order of Innovations grouped by a common date.

IV. LEADERS DIRECTORY.

- This is grouped by Power.
- POWER LEADER (P) for DIPLOMACY VALUE (number of cards received and maximum that can be HELD)
- Available Leaders to lead Military Units.
- MERCENARY LEADERS if needed.

V. CARDINAL DIRECTORY. The distribution of Cardinals among the Powers.

VI. MERCENARY MANIFEST. To see what additional units are available for army assignment, along with MERCENARIES for hire.

VII. PROVINCE SUMMARY. To see the values and placement of your territories lie.

