**LEONARDO DA VINCI AND THE PRINCE OF FOXES**

“The lion cannot protect himself from traps, and the fox cannot defend himself from wolves. One must therefore be a fox to recognize traps, and a lion to frighten wolves.”
― **Niccolò Machiavelli,**[**The Prince**](https://www.goodreads.com/work/quotes/1335445)

**The story so far:** The year is 1502. Cesare Borgia, illegitimate son of Pope Alexander VI is ruthlessly carving his own kingdom out of the city states of central Italy. One of his most cunning lieutenants is Andrea Orsini. Orsini is in fact Andrea Zoppo, son of a peasant blacksmith and originally trained as an artist. Seeking greater advancement, he began impersonating a nobleman, taking the venerable name of Orisini. Borgia sends Orsini to undermine his next target, Citta del Monte, a mountain fortress city in the Romagna.

However, after an encounter with a living saint, Blessed Lucia da Narni, Orisini becomes attached to the noble old lord of Citta del Monte, Marc’Antonio Verano and falls in love with Varano’s much younger wife, Donna Camilla. Deciding to change his ways, Orsini throws in his lot with the good ruler of the city. Orsini’s henchman, the assassin Mario Belli, feigns disgust with Orsini’s idealism and returns to Borgia’s army. Belli however has decided to continue to serve Orsini’s interest but within the enemy camp.

In preparation for the attack, Orsini uses the notebook of his former teacher Leonardo da Vinci to build fabulous war machines in the city’s defense. Catching wind of these preparations, Borgia decides to go one better and hires Leonardo himself. The stage is now set for the climatic battle for the City of the Mountain.

**Table Set-up**



**Victory Conditions:** The Borgians win in two ways:

(1) capturing the city by having a friendly unit occupying the three main building in the city and there are no Citta del Montan units in the building; or

(2) killing or capturing the three leaders of Citta del Monte, Marc’Antonio Verano, Donna Camilla, and Andrea Orsini.

Any other result is a victory for Citta del Monte.

**Rules Modifications:** The game uses the Dragon Rampant rules with some additions from Pikeman’s Lament and bits from the other “Rampant” rules as well as the following modifications:

Initiative is rolled for by the chief leader of each army – Cesare Borgia for the Borgians, and Marc’Antonio Verano, or if he is killed Donna Camilla for the Citta Del Montans

A failed activation for a unit does not end the turn for a command, it only means that that unit may not activate. Continue rolling for the other units in the command as needed.

There is no minimum distance required between friendly units. A unit may not approach an enemy unit closer than 3” unless it is activating an Attack.

Units that contain 16 figures do not count the first four figures lost for Courage checks.

**Models:**

There are two companies that make plastic models kits of the Leonardo war machines, Academy and Elenco. The “tanks” and “helicopter” models are suitable for 28mm figures. The large aerial battleship combines two Elenco models, a submarine and hummingbird machine. The large steam cannon is an old model by AMT, while no longer in production, it can be found online on ebay, etc.

**The Borgian Army enters from the right side of the table (the short edge opposite to the city)**

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| **BORGIAN ARMY: RIGHT WING** |
| **Cardinal d’Este** | Attached to Elmeti unit |
| **Ineffectual** | No activation bonus for units, +1 for morale checks within 12” |

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| **Unit Name** | ***Elmeti* (Men at Arms)** | **Figures** | **6** |
| Attack | 5+ | Attack Value | 3+ |
| Move | 5+ | Defense Value | 5+ |
| Shoot | - | Shoot Value/Range | - |
| Courage  | 3+ | Max. Movement | 20” |
| Armor | 4 |  |  |
| **Special Rules** |  |  |  |
| Wild charge | If within attack distance, must try to attack |
| Counter-Charge | Roll 7+ to meet charging opponent halfway |

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| **Unit Name** | ***Stradioti* (Light Horse)** | **Figures** | **6** |
| Attack | 7+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 6 |
| Shoot | 6+ | Shoot Value/Range | 4+/12” |
| Courage | 5+ | Max. Movement | 24” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Skirmish | Activate on 7+ to move half distance and shoot at -1 (in either order). |
| Evade | Roll 7+ when charged to make a Skirmish targeting charger; may not advance on them. |

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| **Unit Name** | ***Carrelo d’Assalto* (Assault Cart)** | **Hits** | **6** |
| Attack | 6+ | Attack Value | Per passengers |
| Move | 5+ | Defense Value | 5+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Passengers | May carry up to 6 figures as passengers |
| Siege Tower | When attacking walls from the cart, attacking passengers ignore rough ground/cover penalties. |

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| **Unit Name** | **Forlorn Hope** | **Figures** | **6** |
| Attack | 3+ | Attack Value | 4+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 3+ | Max. Movement | 10” |
| Armor | 4 |  |  |
| **Special Rules** |  |  |  |
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| **BORGIAN ARMY: RIGHT WING** |
| **Captain Estaban Ramirez** | Attached to Pike unit |
| **Brutal** | Any unit within 12” if leader may automatically pass failed Rally test by removing one figure from unit |

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| **Unit Name** | **Condotierre Shot** | Figures | **16** |
| Attack | 7+ | Attack Value | 6 |
| Move | 5+ | Defense Value | 5+ |
| Shoot | 7+ | Shoot Value/Range | 5+/16” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| First Salvo | +1 to first combat dice roll of game |

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| **Unit Name** | **Condotierre Pike** | Figures | **16** |
| Attack | 7+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Close Order | When in Close Order, Attack & Move = 6+, Attack & Defense Value +1  |

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| **Unit Name** | **Crossbow Skirmishers** | Figures | **8** |
| Attack | 7+ | Attack Value | 6 |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 6+ | Shoot Value/Range | 6/18” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Skirmish | Activate on 7+ to move half distance and shoot at -1 (in either order). |
| Evade | Roll 7+ when charged to make a Skirmish targeting charger; may not advance on them. |

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| **Unit Name** | ***Veicolo da Combattimento* (Landship)** | **Hits** | **6** |
| Attack | 6+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | 7+ | Shoot Value/Range | 5+/12” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Armored | For every hit taken, roll a die, for every 6 rolled, ignore the hit |

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| **BORGIAN ARMY: CENTER** |
| **Duke of Gravina** | Attached to elmeti unit |
| **Brave** | May add +2 to all Courage checks to units within 12” |

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| **Unit Name** | **Elmeti (Men at Arms) x 2** | **Figures** | **6** |
| Attack | 5+ | Attack Value | 3+ |
| Move | 5+ | Defense Value | 5+ |
| Shoot | - | Shoot Value/Range | - |
| Courage  | 3+ | Max. Movement | 20” |
| Armor | 4 |  |  |
| **Special Rules** |  |  |  |
| Wild charge | If within attack distance, must try to attack |
| Counter-Charge | Roll 7+ to meet charging opponent halfway |

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| **Unit Name** | **Condotierre Shot** | Figures | **16** |
| Attack | 7+ | Attack Value | 6 |
| Move | 5+ | Defense Value | 5+ |
| Shoot | 7+ | Shoot Value/Range | 5+/16” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| First Salvo | +1 to first combat dice roll of game |

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| **Unit Name** | **Condotierre Pike** | Figures | **16** |
| Attack | 7+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Close Order | When in Close Order, Attack & Move = 6+, Attack & Defense Value +1  |

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| **BORGIAN ARMY: CENTER** |
| **Cesare Borgia** | Riding in land warship |
| **Commanding** | Once per turn, may reroll 1 failed activation roll for unit within 12” |
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| **Machiavelli** | Riding in land warship |
| **Calculating** | Once per game, may reroll any one set of dice rolls, rolled by any player |

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| **Unit Name** | ***Nave da Guerra Terrestre* (Land warship)** | **Hits** | **16** |
| Attack | 5+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | 7+ | Shoot Value/Range | 4+/12” |
| Courage | 3+ | Max. Movement | 12” |
| Armor | 4 |  |  |
| **Special Rules** |  |  |  |
| Armored | For every hit taken, roll a die, for every 6 rolled, ignore the hit |

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| **Unit Name** | **Crossbows** | Figures | **12** |
| Attack | 7+ | Attack Value | 6 |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 6+ | Shoot Value/Range | 6/18” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| None |  |

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| **Unit Name** | **Il Gran Mortaio (Grand Mortar)** | **Figures** | **6** |
| Attack | - | Attack Value | - |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 8+ | Shoot Value/Range | 3+/48” |
| Courage | 5+ | Max. Movement | 8” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Piercing | Armor is always 1 + cover against these weapons. |

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| **Unit Name** | **Choir** | **Figures** | **3** |
| Attack | 8+ | Attack Value | 6 |
| Move | 6+ | Defense Value | 6 |
| Shoot | - | Shoot Value/Range | - |
| Courage | 5+ | Max. Movement | 10” |
| Armor | 1 |  |  |
| **Special Rules** |  |  |  |
| Angelic Voice | Any friendly unit within 12” receives a +2 to Courage |

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| **BORGIAN ARMY: LEFT WING** |
| **Angela Borgia** | Attached to Elmeti unit |
| **Skill** | **Offensive**: Each turn, one unit within 12” of leader may automatically pass an Attack activation test (but not a Wild Charge) without need to roll. |

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| **Unit Name** | ***Elmeti* (Men at Arms)** | **Figures** | **6** |
| Attack | 5+ | Attack Value | 3+ |
| Move | 5+ | Defense Value | 5+ |
| Shoot | - | Shoot Value/Range | - |
| Courage  | 3+ | Max. Movement | 20” |
| Armor | 4 |  |  |
| **Special Rules** |  |  |  |
| Wild charge | If within attack distance, must try to attack |
| Counter-Charge | Roll 7+ to meet charging opponent halfway |

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| **Unit Name** | ***Stradioti* (Light Horse)** | **Figures** | **6** |
| Attack | 7+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 6 |
| Shoot | 6+ | Shoot Value/Range | 4+/12” |
| Courage | 5+ | Max. Movement | 24” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Skirmish | Activate on 7+ to move half distance and shoot at -1 (in either order). |
| Evade | Roll 7+ when charged to make a Skirmish targeting charger; may not advance on them. |

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| **Unit Name** | ***Veicolo da Combattimento* (Landship)** | **Hits** | **6** |
| Attack | 6+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | 7+ | Shoot Value/Range | 5+/12” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Armored | For every hit taken, roll a die, for every 6 rolled, ignore the hit |

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| **BORGIAN ARMY: LEFT WING** |
| **Oliverotto** | Attached to Forlorn Hope |
| **Offensive** | Once per turn, one unit within 12” may automatically pass Attack activation |

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| **Unit Name** | **Condotierre Shot** | Figures | **16** |
| Attack | 7+ | Attack Value | 6 |
| Move | 5+ | Defense Value | 5+ |
| Shoot | 7+ | Shoot Value/Range | 5+/16” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| First Salvo | +1 to first combat dice roll of game |

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| **Unit Name** | **Condotierre Pike** | Figures | **16** |
| Attack | 7+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Close Order | When in Close Order, Attack & Move = 6+, Attack & Defense Value +1  |

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| **Unit Name** | **Crossbow Skirmishers** | Figures | **8** |
| Attack | 7+ | Attack Value | 6 |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 6+ | Shoot Value/Range | 6/18” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Skirmish | Activate on 7+ to move half distance and shoot at -1 (in either order). |
| Evade | Roll 7+ when charged to make a Skirmish targeting charger; may not advance on them. |

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| **Unit Name** | ***Catapulta Mobile* (Mobile Catapult)** | **Figures** | **8** |
| Attack | - | Attack Value | - |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 8+ | Shoot Value/Range | 3+/48” |
| Courage | 5+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Piercing | Armor is always 1 + cover against these weapons. |

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| **BORGIAN ARMY: AERIAL FLEET** |
| **Leonardo da Vinci** | Attached to Aerial Battleship |
| **Master of War Machines** | Once per turn, may reroll any failed activation roll of a war machine within 24” |
| **Parachute** | If the Great Kite is destroyed, Orsini survives, roll for random location of where he lands. |

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| **Unit Name** | **Aerial Battleship La Giaconda** | **Figures** | **12** |
| Attack | 7+ | Attack Value | 6 |
| Move | 5+ | Defense Value | 5+ |
| Shoot | 7+ | Shoot Value/Range | 4+/48” |
| Courage  | 3+ | Max. Movement | 20” (Flying) |
| Armor | 4 |  |  |
| **Special Rules** |  |  |  |
| Flying | Ignore terrain & obstacles, no cover benefit, shoot values against are -1 |
| Cannone de Archimede | Main weapon for shooting attack, may do a ½ move as part of Shoot action |
| Bomba | Has 2 aerial bombs, each may make a free shooting attack during a Move actions at targets below the ship |

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| **Unit Name** | **Aerial Screw** X3 | **Hits** | **8** |
| Attack | 3+ | attack value | Per passengers |
| Move | 5+ | defense value | Per passengers |
| Shoot | - | shoot value/range | - |
| Courage | 4+ | max. movement | 24” (Flying) |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Flying | Ignore terrain & obstacles, no cover benefit, shoot values against are -1 |
| Passengers | May carry 1 6-figure unit and any number of leaders |

Aerial Screw #1 Hits \_\_\_\_\_\_\_\_\_\_\_\_\_

Aerial Screw #2 Hits \_\_\_\_\_\_\_\_\_\_\_\_\_

Aerial Screw #3 Hits \_\_\_\_\_\_\_\_\_\_\_\_\_

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| **BORGIAN ARMY: AERIAL FLEET** |
| **Greta Frundsburg** | Attached to Doppelsoldner Forlorn Hope |
| **Strong** | During Attacks, unit to which attached may reroll one failed combat dice |

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| **Unit Name** | **Doppelsoldner Forlorn Hope X2** | Figures | **6** |
| Attack | 3+ | Attack Value | 4+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 3+ | Max. Movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Aggressive | Attack value = 3+, Armor = 4 |
| Ferocious | Use normal attack and defense values when fighting in rough ground |

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| **Unit Name** | **Elmeti Forlorn Hope** | Figures | **6** |
| Attack | 3+ | Attack Value | 3+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 3+ | Max. Movement | 10” |
| Armor | 4 |  |  |
| **Special Rules** |  |  |  |
| Aggressive | Attack value = 3+, Armor = 4 |

**Set up within the city**

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| **CITTA DEL MONTE: CITY GARRISON** |
| **Donna Camilla** | Attached to Ladies in Waiting |
| **Inspirational** | Units within city or, if she is in field, within 24”, may reroll any failed morale check once |

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| **Unit Name** | **Ladies in Waiting** | **Figures** | **6** |
| Attack | 5+ | attack value | 4+ |
| Move | 5+ | defense value | 4+ |
| Shoot | 6+ | shoot value/range | 5+/12” |
| Courage | 3+ | max. movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Ferocious | Use normal Attack and Defense values when fighting in rough terrain |

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| **Unit Name** | ***Architonnerre* (Steam Cannon)** | **Figures** | **6** |
| Attack | - | Attack Value | - |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 8+ | Shoot Value/Range | 3+/unlimited |
| Courage  | 4+ | Max. Movement | 0” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Hidden | Does not set up on table, only placed when passes first Shoot activation, then remains on board. |
| Head of Steam | Once per game, may automatically pass Shoot activation test without roll. |
| Heavy Shot | Any shoot value die that rolls 6 does 2 points of damage |
| Piercing | Armor is always 1 + cover against these weapons. |
| Minimum Range | May not fire at targets closer than 12” |

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| **Unit Name** | ***Mortaio* (Mortar)** | **Figures** | **4** |
| Attack | - | Attack Value | - |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 8+ | Shoot Value/Range | 3+/48” |
| Courage | 5+ | Max. Movement | 0” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Piercing | Armor is always 1 + cover against these weapons. |

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| **Unit Name** | **Cannon x3** | **Figures** | **4** |
| Attack | - | Attack Value | - |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 8+ | Shoot Value/Range | 4+/32” |
| Courage | 5+ | Max. Movement | 6” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
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| **Unit Name** | **Organ gun** | **Figures** | **3** |
| Attack | 7+ | Attack Value | 6 |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 7+ | Shoot Value/Range | 4+/18” |
| Courage | 4+ | Max. Movement | 8” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Multiple shots | Any shoot value die that rolls 6 does 2 points of damage |

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| **Unit Name** | **Crossbow Skirmishers x 2** | **Figures** | **6** |
| Attack | 7+ | Attack Value | 6 |
| Move | 5+ | Defense Value | 6 |
| Shoot | 7+ | Shoot Value/Range | 5+/16” |
| Courage | 5+ | Max. Movement | 12” |
| Armor | 1 |  |  |
| **Special Rules** |  |  |  |
| Hard to Target | Armor 2 when shot at, range must be 12” or less to be targeted. |
| Skirmish | Activate on 7+ to move half distance and shoot at -1 (in either order). |
| Evade | Roll 7+ when charged to make a Skirmish targeting charger; may not advance on them. |
| Fleet footed | No loss of move in rough ground. |

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| **Unit Name** | **City Militia** | **Hits** | **12** |
| Attack | 6+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Ferocious | Use normal Attack and Defense values when fighting in rough terrain |

**Each civilian unit may be placed anywhere within the city. If an enemy unit succeeds their courage roll listed below, the civilian unit is removed from the game.**

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| **CITTA DEL MONTE: Civilians** |
| Rich Civilians | Any one enemy unit within 6” must roll courage check -2 or lose next activation by robbing the civilians |
| Courtesans  | Any one enemy unit must roll a courage check -2 or lose next activation by becoming “distracted” by the ladies of the town.  |
| Plague Doctors | **All** enemy units within 6” must roll courage check -4, failure = must retreat full move |

**Set up on the city side of the river, within 6” of the river**

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|  **CITTA DEL MONTE ARMY: FIELD ARMY** |
| **Etorre Leone** | Attached to any one unit in field army |
| **Avanti!** | Each turn, one unit within 18” of leader may automatically pass Move activation test without rolling |

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| **Unit Name** | **Organ Guns x 2** | **Figures** | **3** |
| Attack | 7+ | Attack Value | 6 |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 7+ | Shoot Value/Range | 4+/18” |
| Courage | 4+ | Max. Movement | 8” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Multiple shots | Any shoot value die that rolls 6 does 2 points of damage |

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| **Unit Name** | **Heavy Organ Gun** | **Figures** | **4** |
| Attack | 7+ | Attack Value | 6 |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 7+ | Shoot Value/Range | 3+/24” |
| Courage | 4+ | Max. Movement | 8” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Multiple shots | Any shoot value die that rolls 6 does 2 points of damage |

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| **Unit Name** | **Condotierre Shot** | Figures | **16** |
| Attack | 7+ | Attack Value | 6 |
| Move | 5+ | Defense Value | 5+ |
| Shoot | 7+ | Shoot Value/Range | 5+/16” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| First Salvo | +1 to first combat dice roll of game |

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| **Unit Name** | **Condotierre Pike** | Figures | **16** |
| Attack | 7+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 4+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Close Order | When in Close Order, Attack & Move = 6+, Attack & Defense Value +1  |

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| **Unit Name** | **Militia Pike x 2** | **Figures** | **12** |
| Attack | 7+ | Attack Value | 6 |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 6+ | Shoot Value/Range | 6/9” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Close Order | When in Close Order, Attack & Move = 6+, Attack & Defense Value +1  |

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| **Unit Name** | **Militia Halberds** | **Hits** | **12** |
| Attack | 7+ | Attack Value | 5+ |
| Move | 6+ | Defense Value | 5+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Close Order | When in Close Order, Attack & Move = 6+, Attack & Defense Value +1  |

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| **CITTA DEL MONTE ARMY: MOBILE FORCE** |
| **Marc Antonio Verano** | Attached to one Famiglia unit |
| **Aggressive** | When in attack or defense, may reroll one failed hit dice |
| **Ambush** | All four cavalry units start off the board, either in the cave below Citta Del Monte or in the Great Woods |
| **His Last Victory** | Any time a unit to which Verano is attached suffers a casualty, roll 2d6. On a roll of 2, Verano suffers a heroic death on the battlefield. Add a cumulative -1 to the roll each turn. |

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| **Unit Name** | ***Famiglia* (Men at Arms) x 2** | **Figures** | **6** |
| Attack | 5+ | Attack Value | 3+ |
| Move | 5+ | Defense Value | 5+ |
| Shoot | - | Shoot Value/Range | - |
| Courage  | 3+ | Max. Movement | 20” |
| Armor | 4 |  |  |
| **Special Rules** |  |  |  |
| Counter-Charge | Roll 7+ to meet charging opponent halfway |

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| **Unit Name** | ***Cavalleggeri* (Light Missile Horse) x 2** | **Figures** | **6** |
| Attack | 7+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 6 |
| Shoot | 6+ | Shoot Value/Range | 4+/18” |
| Courage | 5+ | Max. Movement | 24” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Skirmish | Activate on 7+ to move half distance and shoot at -1 (in either order). |
| Evade | Roll 7+ when charged to make a Skirmish targeting charger; may not advance on them. |

**Verano and the four cavalry units are hidden either in the Grand Woods or in the cave under the city in any combination**

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| **CITTA DEL MONTE ARMY: MOBILE FORCE** |
| **Andrea Orsini** | Attached to Great Kite |
| **Prince of Foxes** | Militia & peasant units start hidden on any terrain feature on far side of river from the city. Each unit may automatically pass one Shoot or Attack activation/gam |
| **Parachute** | If the Great Kite is destroyed, Orsini survives, and lands at the beginning of his next activation. Roll for random location of where he lands. |

**Enter in flight from any board edge on the city side of the river**

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| **Unit Name** | **il Grande Nibbio (Great Kite)** | **Hits** | **8** |
| Attack | 7+ | Attack Value | 6 |
| Move | 6+ | Defense Value | 5+ |
| Shoot | 6+ | Shoot Value/Range | 5+/24” |
| Courage | 4+ | Max. Movement | 30” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| Flying | Ignore terrain & obstacles, no cover benefit, shoot values against are -1, must move at least 10” per turn |
| Cannone | Main weapon for shooting attack, may do up to 15” move as part of Shoot action |
| Bomba | Has 4 aerial bombs, each may make a free shooting attack during a Move actions at targets below the ship |

**The militia shot and peasants may set up hidden in any terrain feature on the side of the rive opposite of the city.**

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| **Unit Name** | **Archibugiere (Militia Shot) x 2** | **Figures** | **6** |
| Attack | 7+ | Attack Value | 6 |
| Move | 5+ | Defense Value | 6 |
| Shoot | 7+ | Shoot Value/Range | 5+/18” |
| Courage | 5+ | Max. Movement | 12” |
| Armor | 1 |  |  |
| **Special Rules** |  |  |  |
| Hard to Target | Armor 2 when shot at, range must be 8” or less to be targeted. |
| Skirmish | Activate on 7+ to move half distance and shoot at -1 (in either order). |
| Evade | Roll 7+ when charged to make Skirmish targeting charger; may not advance on them. |
| Fleet footed | No loss of move in rough ground. |

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| **Unit Name** | **Contadini (Peasants)** | **Figures** | **12** |
| Attack | 7+ | Attack Value | 6 |
| Move | 6+ | Defense Value | 6 |
| Shoot | - | Shoot Value/Range | - |
| Courage | 5+ | Max. Movement | 12” |
| Armor | 1 |  |  |
| **Special Rules** |  |  |  |
| None |  |

**Belli enters with the Borgian forces.**

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| **CITTA DEL MONTE ARMY: MOBILE FORCE** |
| **Mario Belli** | Orsini’s erstwhile servant who deserted to the Borgians but is still secretly serving Orsini’s interests |
| **Assassins’ Creed** | Belli’s maximum move = 20,” ½ movement to move vertically, ignores terrain penalties |
| **Bravo** | Once per turn, either as part of a Move action or as a free reaction during on a roll of 5+ on 2d6, may either:1. secretly sabotage one Borgia unit within 6”, causing it to automatically fail its activation or
2. rescue any captive character, including himself.

If Belli is successful, the Borgians may roll 2d6 with a 11-12 resulting in Belli’s capture. |
| **Knife in the Dark** | Once per turn, may try to assassinate a Borgia leader. Belli must be within 1” of the leader and roll a 7+ of 2d6. If successful, roll on the leader assassination table for attacked leader.

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| **Leader Assassination Table** |
| **Dice Roll** | **Result** |
| 2-5 | Attempt fails, no effect |
| 6-9 | Leader wounded, unit to which leader is attached automatically fails next activation |
| 10-12 | Leader killed, all units in command must make Courage check |

Borgians may roll 1d6 with a 6 resulting in Belli’s capture. |

**Sister Lucia sets up adjacent to the church.**

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| **CITTA DEL MONTE ARMY: MOBILE FORCE** |
| **Blessed Lucia da Narni** | A holy woman many believe to be a living saint who Orsini encountered previously; this encounter was the beginning of his redemption |
| **I am needed in Citta Del Monte** | Sister Lucia begins at the church and must use her activation to move towards the city gates of Citta Del Monte along with her pilgrimsShe and her pilgrims move up to 12” and must move at least 1” per turn. They ignore terrain penalties.Lucia and her pilgrims may move through other units without penalty. No other unit may move through, trace line of site through, or attack Lucia’s unit. Any Citta Del Monte unit within 12” receives a +1 to activation rolls and +3 to Courage checks.Once within Citta del Monte, roll 2d6 at the start of each activation. On a roll of 11-12, God has given Lucia a new mission and she will leave the board. |
| **God is not through with them yet.** | Andrea Orsini, Mario Belli, and Donna Camilla may not die or be killed while Sister Lucia is on the table. They may be captured or wounded. |

**Relief Force: Starts off table, must activate to enter. May enter on any table edge, -4 to activation if entering on and edge that is on the far side of river from the City**

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| **Unit Name** | **Chevalier Bayard** | **Hits** | **6** |
| Attack | 3+ | Attack Value | 2+ |
| Move | 5+ | Defense Value | 5+ |
| Shoot | - | Shoot Value/Range | - |
| Courage  | 3+ | Max. Movement | 24” |
| Armor | 4 |  |  |
| **Special Rules** |  |  |  |
| ***Sans peur et sans reproche*** | May reroll 2 failed Attack roll dice per combat. May Challenge Borgian Leaders, if refused attached enemy unit must make Courage check.  |
| Wild charge | If within attack distance, must try to attack |
| Counter-Charge | Roll 7+ to meet charging opponent halfway |

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| **Unit Name** | **Gendarmes** | **Figures** | **6** |
| Attack | 3+ | Attack Value | 3+ |
| Move | 5+ | Defense Value | 5+ |
| Shoot | - | Shoot Value/Range | - |
| Courage  | 3+ | Max. Movement | 20” |
| Armor | 4 |  |  |
| **Special Rules** |  |  |  |
| Wild charge | If within attack distance, must try to attack |
| Counter-Charge | Roll 7+ to meet charging opponent halfway |

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| **Unit Name** | **Scythe chariot** | **Hits** | **6** |
| Attack | 5+ | attack value | 3+ |
| Move | 6+ | defense value | 5+ |
| Shoot | - | shoot value/range | - |
| Courage | 3+ | max. movement | 20” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Counter Charge | Roll 7+ to meet charging opponent halfway |

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| **CITTA DEL MONTE ARMY: FIELD ARMY** |
| **Jacob Meiss** | Attached to either Swiss Unit |
| **Leader** | +1 to activation, +1 to Courage checks |

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| **Unit Name** | **Swiss Shot** | Figures | **16** |
| Attack | 7+ | Attack Value | 6 |
| Move | 5+ | Defense Value | 5+ |
| Shoot | 7+ | Shoot Value/Range | 4+/18” |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 2 |  |  |
| **Special Rules** |  |  |  |
| First Salvo | +1 to first combat dice roll of game |

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| **Unit Name** | **Swiss Pike** | Figures | **16** |
| Attack | 7+ | Attack Value | 5+ |
| Move | 5+ | Defense Value | 3+ |
| Shoot | - | Shoot Value/Range | - |
| Courage | 4+ | Max. Movement | 12” |
| Armor | 3 |  |  |
| **Special Rules** |  |  |  |
| Close Order | When in Close Order, Attack & Move = 6+, Attack & Defense Value +1  |