- corps of Bayard knight: morale of 4
- corps of La Palice: morale of 5
- corps of Trivulce: morale of 4
- corps of Duke of Bouillon: morale of 3
- corps of Duke of Alencon: morale of 7
- corps the Black Band, Duke of Guise: morale of 5
- Royal Artillery, Genouillac: morale of 10
- band of Piedmont, Pedro Navarro: morale of 5.

Morale of the Swiss army: 40

The Night Turns:

The three game turns from 20 h onward are the night turns (with each one representing an hour). During the night turns, the command range of all commander is decreased by one.

Victory Conditions:

The Swiss player wins if he succeeds in eliminating Francois 1st, or if five French army corps are demoralized. The French player wins if the Swiss army is demoralized. All the other case corresponds to a draw.

14.2 The Two Day Struggle

The placement of the units, the entry of the Swiss army, the initial morale of the French corps and Swiss army, and the night rules are all the same as in the first scenario.

End of scenario:

The length of the first days battles remains the same; the resumption of battle in the morning of the second day is an additional eight (day) turns.

Reorganization of the armies:

At the end of the last night turn, the battle stops and the players may reorganize their armies before beginning the second day.

1. First, all French units adjacent to the enemy are moved back one hex toward the south, if possible. A unit which is unable of moving back because of enemy units or ZOCs remains in place without penalty.
2. All disordered units returns to order. All routed units, except those that left the map, return to order. Increase the morale of the appropriate French corps by one for each routed unit returned to order (as per 8.2).
3. All Out of Command units which are not adjacent to the enemy may be picked up and placed anywhere within the command range of their corps commander, so long as they are not placed adjacent to the enemy. Their Out of Command markers are removed.
4. All other combat units not adjacent to the enemy may be picked up and placed anywhere within command range of their corps commander, so long as they are not placed adjacent to the enemy. Commanders stay immobile. The French does his reorganization first.

The French player may place his four Fortifications markers anywhere within the command range of any of his commanders (again, not adjacent to the enemy).

Victory Conditions:

The Swiss player wins if he succeeded in killing Francois 1st, or if five French army corps are demoralized. The French player wins if the Swiss army is demoralized, or if the Swiss player fails to reach his victory conditions before the end of scenario.

CREDITS:

Marignan 1515 was conceived by Eric Simon

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Line of Sight Example (see diagram p.29): W can not fire on B because the village conceals it; similarly it may not fire on A because both the village and dense cultivations obscures also the view. The cannon C, situated on elevated terrain, can fire over the friendly units D and E on the Swiss pikemen X, Y and Z, but not on the W unit situated right behind the village (the side of the village hex conceals the view). Unit E can fire on V and on Y. Unit D can not fire at X, Y, or V since dense cultivations block X and Y, and V is blocked by friendly unit E.

combat, their bonuses nullify each other.

- Infantry vs. Hedgehog: -1 or +1 if a unit in Hedgehog fights a unit of hostile infantry (the player having the unit in Hedgehog suffers this penalty).

- Attack on the rear: +2 if the active player's units are attacking the rear of a hostile unit.

- Attack against routed unit: +4 (which includes the +2 for a rear attack).

Also include any applicable modifiers for terrain, as presented in the Terrain Table. The modifier of slope always applies to the advantage of the player that is up slope in attacks and in defense. The fortification modifier only applies to units defending on the south/east side of the fortification.

The modifiers are used in the same manner as for fire combat: shifts the melee combat by one column per every 2 points of modification. Any leftover +1 or -1 modifier remaining is applied to the die. Apply the combat results at once before passing to the next combat or to the following phase.

Results of the melees:

The results of melee are similar to those of fire combat, with the difference that the attacker, like the defender, could be affected.

13.3 Advance After Combat

If all the defending units are eliminated or routed by a melee combat result, the active player may advance any of his units that participated in this combat into the defenders vacated hex (within the rules of stacking). The advancing units may modify their facing after advancing. The decision to advance must be made immediately, before going on to the next combat. This advance does not bring about tests of commitment for hostile ZOCs for either the active or passive units (but could cause the tests for terrain).

Example of Melee Combat:

Two units of French cavalry stacked with Bayard decide, during their movement phase, to commit a unit of Swiss pikemen in disorder, with normal protection, adjacent to the road. In order to enter into the ZOC of the Swiss unit, each unit of cavalry tests its morale. One fails and must stop its movement. The other enters the hex with Bayard. The Swiss can then choose to attempt to enter Hedgehog or undergo a morale check of commitment. The Swiss decides to attempt a Hedgehog, but he fails and so must test its morale in order to be committed. He fails again, but since Swiss pikemen never depart in rout, the unit remains in disorder and the morale of the army decrease by one point. A Charge marker is placed on the French cavalry unit because it is on a hex of road. In the melee phase, this combat is resolved. The French (cavalry) gendarmes (strength 8) face an opposing strength of 4. The melee combat ratio is 2/1. The modifiers are now added: charge (+2), Bayard (+1), better protection (+1), and better morale (+1). The total is +5, and therefore the French player gets two column shifts (twice +2) and a +1 to the die roll. The French player therefore moves to the 4/1 column. He rolls the die and gets 2 which becomes a 3 with the +1 die modifier. The result is a "*" loss plus a Test at -3. The Swiss unit is therefore replaced (by its replacement unit, in disorder) and it then tests its morale with a -3 morale modifier.

14 SCENARIOS

Marignan 1515 has two scenarios: one which covers just the first day of the battle, while the other covers the complete two days for a fiercer game.

14.1 The First Day

Placement of the French army:

The placement of each army corps commander is given below. Place the units of each corps anywhere within command range of their commander.

1022: Francois 1st

1614: Duc de Bourbon

1022: Sir Bayard

2113: La Palice

1019: Trivulce (marshal of France)

1721: Duc de Bouillon

1124: Duc de Alencon

1519: Duc de Guise (Black Band)

1513: Genouillac (royal artillery)

1512: Pedro Navarro (Piedmont Band)

Entry of the Swiss Army:

The Swiss army enters onto the map on the first turn along the wide road coming from Milan (hex 1201). The units of the vanguard (I Corps) enter first. They are followed by those of the central column (II Corps), which enter with their movement allowance reduced by one for this turn. Lastly comes the rearguard (III Corps), which have their movement allowance reduced by two for this turn.

The Swiss player enters his arquebusiers and cavalry from anywhere along the north edge of the map.

End of the Scenario:

This scenario ends at 23 h (the clouds hide the full moon, preventing the continuation of the battle).

Morale of the army corps:

Set the initial morale of each of the French corps (on the Morale track) to the following:

- house of the King, Francois 1st: morale of 5

- corps of Duke of Bourbon: morale of 8

- Dense cultivations: -1 if the target unit is in dense cultivations.

- Village: -2 if the target unit is in a village.

- Fortification: -2 if the target unit is situated directly behind a fortification. Only units situated on the southern/ eastern side of a fortification benefit from this modifier.

- Farm: -4 if the target unit is in a farm.

Roll a die and consult the fire combat table to get the result of firing:

-: the fire has no effect.

Test: each unit in the target hex must test its morale. In case of failure, a unit immediately becomes disordered, or, if already disorder, it routs.

Test -1 to Test -4: ditto, but with the given modifier to the morale.

Desorg: disorganized. Each unit in the hex fails its morale check automatically. If already disordered, the unit routs.

*, **, ***, ****: the given number of units in the hex, chosen by the player in defense, incurs an Elimination, and then all surviving units perform a morale test. A French unit or a Swiss replacement unit which incurs an elimination is withdrawn from the game. A Swiss unit of pikemen (except the weakest) is replaced by the units corresponding replacement, in order or disorder according to its status.

Firing Example:

A cannon (fire strength 8) and two units of adjacent Gascons (fire strength 4) pool their strength in order to fire at a unit of Swiss arquebusiers in dense cultivations two hexes away. The fire strength of the cannon is reduced by 2 due to range, giving it a strength of 6, while each Gascon is 1 (infantry at two hexes). The total is therefore 8. The fire modifiers that apply are Swiss arquebusiers (-1) and dense cultivations (-1). With a sum of -2, the shot is therefore shifted down one column from 8-9 to the 6-7 column. The player rolls the die (with no modifier) and gets 4. The Swiss unit must make a morale check.

12.5 Injury of the Commanders

A commander located in a hex which incurs an elimination result in fire combat or melee may be affected. Roll a die and, on a result of 6, the commander is injured. If he was already injured, he is eliminated (the replacement procedure is then implemented as per rule 7.1).

If all the units in a hex with a leader are eliminated following a fire or melee, add +2 to the leader injury die roll. A leader can move freely with routed units, but he is not eliminated by an impossibility of rout, and he can always be repositioned to the nearest friendly unit if he is isolated.

13 MELEE COMBAT

Every unit having a melee strength can attack a hostile unit if following conditions are respected. Each melee combat is declared and resolved hex by hex. Units in different hexes may pool their melee strength in order to attack one enemy occupied hex. A routed unit may not attack.

13.1 Melee Restrictions

The following restrictions apply to melee combat attacks:

- a unit can only attack enemy units situated in its ZOC (i.e. frontal hexes).

- if any enemy units are located in a units ZOC, it must attack.

- a hex can not be attacked more then once during a melee combat phase.

- all enemy units in a hex under attack must be included in the combat.

- a melee attack may not be made against more than one hex at a time.

- every hostile unit situated in the ZOC of one or more of the active player's units must be attacked by at least one unit, within the limits of the previous melee restrictions.

13.2 Melee Procedure

The active player chooses the order of resolution of each of the melee combats, as well as the allotment of his units to those various combats, provided the restrictions above are respected. If several units on either sides participate in a combat, their melee strengths are totaled.

Ratio the total attack strength to the total defense strength and round any fractional remainder to the advantage of the defender to arrive at one of the attacker/ defender ratios listed at the top of the Melee Combat Table (example: 12/5 becomes 2/1, and 2/3 becomes 1/2).

Next, determine all the modifiers that to apply to this combat and sum them:

- Better morale: +1 or -1 to the side which profits from better morale. This only applies if the morale of all the units of one player are superior to all those of his adversary.

- Better protection: +1 or -1 to the side with the strongest protection. This only applies if the protection of all the combat units of one player are superior to all those of his adversary. (Exclude commanders)

- Demoralized corps: -2 or +2 if the French player has one or several units involved in the combat belonging to a demoralized corps.

- Cavalry Charge: +2 if a cavalry unit belonging to the active player has a Charge marker, unless the hostile units are in Hedgehog (in which case this bonus doesn't apply).

- Commander bonus: +1 or -1 if a commander having a melee bonus is stacked with a unit participating in the combat. If both players have such a commander involved in the same

the corresponding adjustment being made to army corps morale.

As soon as an active or passive player's unit incurs a result of rout during the course of any phase of the game, places a Rout marker on this unit and immediately (before doing anything else) carry out the units rout movement.

11 RETREAT MOVEMENT

Movement during the Retreat phase is always at the option of the passive player; it is never compulsory. The different case of retreat movement are detailed below. For all these case, a unit can only retreat into hexes which are not in a hostile ZOC (if no hex fills this condition then retreat is impossible). Unlike normal movement, retreating units backout and maintain their current facing (that is, they do not pivot before retreating).

Retreat of the Swiss Arquebusiers:

If not in the ZOC of a hostile cavalry unit, Swiss arquebusiers may attempt to retreat. To retreat the arquebusiers must pass a morale test, otherwise they remain in place (without other penalty).

Retreat of Cavalry:

If not in the ZOC of a hostile cavalry unit, friendly cavalry units may attempt to retreat. To retreat they must pass a morale test, otherwise they remain in place (without other penalty).

General Retreat Order:

On a General Retreat Order, all the units of an army corps must (if possible) retreat one hex. This retreat is automatic and doesn't require any morale tests of the units of the army corps. The morale of army corps is decreased by two points.

12 FIRE COMBAT

Any unit having a fire strength can engage in defensive or offensive fire combat on a hostile unit under the following conditions:

- the target unit must be in range.
- the target unit must be locate in the firing arc (see diagram p.27).
- there must be no obstacles separating the firing unit from its target (see example in 12.4 below and diagram on p.29).
- the firing unit may not be in Hedgehog or Routed.

12.1 Range of Fire

The range of fire of artillery units is four hexes, while the range of all other units is two hexes. All units except artillery firing at a range of two hexes do so with a fire strength of 1. Artillery firing at a range of two or more hexes has its printed fire strength reduced 2 for each hex of distance past one (see diagram p.27).

12.2 The Firing Arc and Obstacles

A unit may only fire in the axis of its frontal hexes (see diagram p.27). A unit requires a clear line of sight to fire at a target at a range of two or more hexes. The line of site is traced in a straight line between the firing unit and its target. Dense cultivations, farms and villages, elevated hexes, and hexes containing a combat unit (friend or enemy) block the line of sight if located at the same or higher elevation as the firing or target unit. A line of sight which passes along the edge of a such hex is also blocked.

A unit situated on a higher elevation than its target may fire over an obstacle except when the target is located directly adjacent to and behind a farm or village hex. If a line of sight exists between the firing unit and the target, it also exists in the opposite direction (from the target to the firing unit).

12.3 Restrictions on Firing

An infantry unit in hedgehog or in rout may not fire. A unit which is in the ZOC of a hostile unit must fire by priority on that hostile unit.

A shot applies to all the units in the target hex. Each shot is announced and executed before passing to the next. A unit cannot fire more than once per firing phase. A hostile unit may be taken as target several times in a firing phase.

Several friendly units may pool their fire strengths in order to execute a combined shot, but each unit must be adjacent to or stacked with another unit which fires on the same hostile unit. The total fire strength indicates the column of the Fire Combat Table on which to resolve the shot. For example, if two adjacent units each having a fire strength of 4 make a combined shot on an adjacent target, the total fire strength is 8 and therefore the 8-9 column will be used to resolve the shot.

12.4 Firing Procedure

First, sum the fire strength of all units participating in the shot. Next, determine which Fire Combat Modifiers apply and add them. The total modifier is used to shift the column on which the shot is resolved by one column for every 2 points of modification. A negative modifier shifts the column downward in favor of the target, while a positive modifier shifts the column upward to the advantage of the attacker. A shot is never shifted below the weakest column (strength 1). After making the column shift, any leftover +1 or -1 modifier is applied as a die roll modifier.

Fire Combat Modifiers:

- Commander fire bonus: +1 if all the units participating in a shot are stacked with a commander having a fire bonus.
- Feeble protection: +1 if the target unit has feeble protection.
- Superior protection: -1 if the target unit has a superior protection.
- Swiss arquebusiers: -1 if the target unit consists solely of arquebusiers.

9.1 Terrain and Disorder

Ordered units entering or moving or attacking across certain types of terrain may become disordered. Some terrain types result in an automatic disorder, while others require a morale test to check for disorder (see Terrain Table). The morale tests for terrain are to be made for all events of movement, including any in the Retreat and Melee Combat phases.

Exception: the Swiss arquebusiers are a formation of skirmishers and thus they are not subject to automatic disorder or morale tests for terrain.

A unit already in disorder (or rout) is not subject to automatic disorder or morale tests for terrain.

An ordered unit making a melee attack against a hostile unit located across a course of water must first incur the morale test or automatic disorder for terrain before resolving the combat. If the attack is successful and the unit is still ordered, it is again subject to the morale test for terrain if it chooses to advance after combat.

9.2 Test of Commitment

Commitment corresponds to a unit being placed in the ZOC of a hostile unit, either by its own movement or by enemy movement.

In order to enter a hostile ZOC, an active unit must execute a morale check for commitment. In case of success, the unit enters the ZOC and then stops movement. In case of failure, the unit stops its movement in the hex where it is (without other penalty). Exception: Swiss pikemen units are do not make this morale check; for them the entrance into the ZOC is automatic.

When a passive unit is committed, it immediately tests its morale, with a modifier of -2 if it committed from one of its rear hexes. In case of failure, the committed unit becomes disordered. If the unit was already in disorder, it becomes routed. Swiss pikemen units are subjected to this morale check.

9.3 Cavalry Charge

Under certain conditions a cavalry unit may be able to declare a Cavalry Charge during its Movement phase. To be eligible for a Charge, the cavalry unit must be in order, and must commit against a hostile unit via a road hex in the Movement phase. This hostile unit it declares the charge against may not be across a course of water or a fortification or in a village or farm. If the cavalry unit meets these requirements and passes its commitment morale test, place a Charge marker on it. The marker is removed after resolving the attack during the following Melee Combat phase.

9.4 Hedgehog Formation

A unit of infantry in order (except Swiss arquebusiers) can choose to put itself into hedgehog if:

- during the opposing movement phase it is committed (not only charged) by enemy cavalry, with a successful morale check (no penalty in case of failure).
- during its own movement phase it doesn't move. This does not require a morale check)

A unit in hedgehog doesn't have to pass the normal commitment morale test when committed by enemy cavalry. If several units of infantry are stacked together, none can be put into hedgehog unless all units attempt and succeed in entering the hedgehog formation. Exception: the Swiss arquebusiers can never be put in hedgehog, but they do not prevent a unit of pikemen with whom they are stacked to assume it and benefit from some effects of this formation.

A unit of infantry in Hedgehog cannot move. The marker may only be removed at the end of the owning players Movement phase.

l0 ROUT

A unit in order which fails a morale check or which incurred a result of automatic disorder becomes disordered. One inverts the counter of the unit. In the same way, a disordered unit which fails a morale check or which underwent a result of automatic disorder (exceptions: test due to the terrain and on units of Swiss pikemen) becomes routed. One places a rout marker on the unit. A routed unit which underwent a new result of rout or fails a morale check is eliminated (except test from terrain). An artillery unit which incurs a result of rout is eliminated.

10.1 Rout Movement

At the start of the movement phase, before the movement of any other units, the routed units of the active player must perform rout movement. Each routed unit must head by the most direct path toward the friendly border (south for the French, north for Switzerland), spending as much of its movement allowance as terrain and stacking costs allow. A routed unit must respect the following movement priorities (in this order):

- out of the enemy's ZOCs (except if a friendly unit occupies the hex).
- by the least expensive hex in movement points.

A routed unit does not have a facing (and so does not expend movement points to change facing). Unlike unrouted units, a routed unit may pass through a hex in excess of the limit of stacking, but it cannot stop overstacked. If it could enter such a hex but doesn't have enough points to leave, its movement is prolonged by one hex. Each friendly unit in a hex entered by a routed unit must test its morale (and thus possible enter rout in its turn).

A routed unit which can not execute all of its required rout movement is eliminated. When a routed unit reaches the friendly map border, it leaves the game and it is considered as eliminated, with

8 MORALE OF THE ARMY CORPS

Each army corps may become demoralized during the battle. The evolution of morale of each corps is indicated on the chart of morale corresponding to the army corps. An army corps becomes demoralized when its morale marker reaches 0 on the chart (overturn the morale marker to indicate this).

8.1 The Swiss Army

The Swiss army is divided in three army corps, but it functions like one corps vis-a-vis its morale. So, unlike the French army, the Swiss army as a whole is either demoralized or not. If the Swiss army is demoralized, the French wins the game.

Reduction of Swiss morale:

- When Swiss pikemen in disorder fail a morale test or receive a result which would normally put it into rout, the unit stays in place without penalty but the morale of the Swiss army is decreased by one point. The Milanaise cavalry unit and the arquebusiers rout normally, but also causes the loss of one morale point.
- Each Swiss unit which fails a morale test due to fire or melee combat causes the loss of one morale point (cumulative with the previous case).
- Each Swiss unit completely destroyed causes the loss of two morale points.
- The death of a Swiss commander causes the loss of two morale points.
- A General Retreat Order to a corps causes the loss of two morale points.

Increase of Swiss Morale:

- If there are no French units adjacent to the fortifications printed on the map, the morale of the Swiss army increases by two (one time in the course of the game).
- The capture by the Swiss army of each of the following farms or villages raises the morale of the Swiss army by two points: Zivido, Carlotta, Santa Brigida, Brivio. If the farms/villages are lost and taken back, the points are not lost or returned.

8.2 The French army

Each French army corps may become demoralized, and the morale of each is tracked separately. If five French corps are demoralized at the same time, the battle stops and the victory goes to the Swiss player.

Decrease of French morale:

- Each French unit which routs causes the loss of one morale point.
- Each French unit eliminated causes the loss of two morale points.
- The death of a French commander causes the loss of two morale points.
- A General Retreat Order causes the loss of two morale points.
- The death of the constable of Bourbon causes the loss of one morale point for all the French army corps.

Increase of French Morale:

- Each routed French unit returning to a normal state gives an increase of one point to the morale of its army corps.

8.3 Effects of Demoralization

When an French army corps becomes demoralized, all the units which compose it incur the following penalties:

- A disordered unit remains in disorder so long as its corps remains demoralized.
- A routed unit remains routed so long as its corps remains demoralized.
- No unit can enter voluntarily a hostile ZOC.
- All stacks which include a unit belonging to a demoralized corps suffer a modifier of -2 to all its fire and melee combat attacks.
- The morale of the units of a demoralized corps are decreased by 2 (i.e. -2).

Once a French corps is demoralized, it may only change this status through the intervention of Francois 1st or Bayard (see rule 7.2 Heroic Value). Routed units returning to order in an army corps whose demoralization is nullified by heroic value do increase the army corps morale, and thus un-demoralizes the army corps.

9 MOVEMENT

Each unit possesses a movement allowance which indicates the maximum number of movement points the unit may expend each turn. In order to enter a hex, a unit must first expend the appropriate cost in movement points for the terrain in the hex and any hexside feature (canal, etc.) crossed to enter the hex (see Terrain Table, page 30). During his movement phase, a player may move all his units up to the limit of their movement allowance. The movement of each unit (or stack) must be finished before passing to another. A unit may only move into a frontal hex. Routed units, Out of Command units, and units in a hostile ZOC are restricted in their movement (see the corresponding rules chapters).

During its movement, a unit must respect the limits of stacking. At no time may a unit enter a hex occupied by hostile units. In order to enter a friendly occupied hex, a unit must expend one additional movement point.

A unit lacking sufficient movement points to enter a hex may not enter. Exception: A unit lacking sufficient movement points may always move into an adjacent hex so long as that is the units only move this movement phase, and the move obeys all other restrictions on movement. Note that artillery units may never cross River/Grand Canal hexsides except at a bridge.

Units of different corps can to stack together if they respect the previous rules.

6 COMMAND AND ARMY CORPS

Each army is divided into a certain number of army corps: three for the Swiss, ten for the French. Each army corps is composed of several units and one commanding officer. Every unit of the same army corps has an identifying icon.

6.1 The Chain of Command

In order to be in command, a unit must be within the command range of his corps commander in the Command Phase. The path traced between the unit and its commander is called the chain of command. The chain of command may not be traced through a hex occupied by a hostile unit, nor may it be traced into or through a hostile ZOC unless the hex contains a friendly unit.

If a unit is located beyond command range during it Command Phase, it is then considered as being out of command, and an Out of Command marker is placed on the unit. Out Of Command units incur some restrictions, according to its type (see rule 6.2).

Special Case for Swiss Arquebusiers and Cavalry [milanaise]:

- The Swiss arquebusiers form an elite unit composed of volunteers whose main purpose is to skirmish with the opponent.

- The Swiss cavalry [milanaise] units have their own individual commander integrated into the unit. These units are always considered in command, and are not connected to any corps.

6.2 Effects of Being Out of Command

In the movement phase, an Out of Command unit must either remain in place, or move towards its corps commander. It may change its facing normally. An Out of Command unit that opts to move may do so only so long as each hex it enters brings it closer to its commander. Additionally, it may not voluntarily move adjacent to a hostile unit. If an enemy unit is located in its ZOC, it may be attacked by melee. An Out of Command unit may not fire in the Offensive Fire Phase, and may only fire on a hostile unit in its ZOC during the Defensive Fire Phase.

6.3 Duration of Effects

An Out of Command unit undergoes the penalties of the absence of command until such time as it is again in the command range of its corps commander during the Command Phase.

7 THE COMMANDERS

7.1 The Death of the Leaders

A leader may be killed following a shot or a melee (see 12.5).

For the Swiss army, the commanders were chosen among the captains of the contingents of the cantons, and so a new commander could promptly replace a previous commander who fell in battle. This new commander, represented by the same counter as the old one, is placed the turn following the death of the old commander at the beginning of the reorganization phase of the Swiss army. The death of a Swiss commander causes the loss of two points of morale to the Swiss army. There is no limits in the number of time that a Swiss commander may be replaced.

For the French army, the business is graver. First of all, if it was Francois 1st, the battle is lost for the French player. If it was some other French commander, the French player must choose a new commander from amongst the surviving commanders: this new commander will have then be in charge of commanding his initial corps and this new army corps. As for Switzerland, this new commander is selected and becomes efficient at the beginning of the reorganization phase of the following turn.

Notice that the units of a corps who loses their leader invariably becomes Out of Command on the turn after the death of this leader (since the reorganization phase follows the command phase).

7.2 Heroic Value

Only two commanders possess heroic value: Francois 1st and the Bayard knight.

Heroic value allows the nullify of demoralization of a corps if certain conditions are met. Francois 1st could nullify the demoralization of any corps of the French army; Bayard could nullify the demoralization of a cavalry corps only. The terms in order to nullify the demoralization of a corps is the following: the commander having the heroic value must be stacked with one of the units of this corps, and must be adjacent to a hostile unit. So long as the commander survives, remains stacked with a unit of the corps, and remains adjacent to a hostile unit, the demoralization of the corps is nullified.

Remark: a commander with heroic value may not simultaneously nullify the demoralization of more than one corps.

7.3 Firing Bonus

The firing bonus (if any) of a commander applies to all the units of his corps stacked with him, but only so long as these units fire without combining their fire strengths with some other adjacent units. This firing bonus is taken into account like the other fire combat modifiers.

7.4 Melee Bonus

The melee bonus of a commander applies to all the melee combats in which some units stacked with this leader participate, even if some units in some other hexes also participate (unlike the fire bonus). This melee bonus is taken into account like the other melee combat modifiers, in both attacks and in defense.

4. Retreat Phase: (passive player only)

   Under some conditions the passive player may retreat his units of cavalry and arquebusiers back one hex. All the units of a corps that declares a General Retreat Order must retreat.

5. Defensive Fire Phase: (passive player only)

   The passive player may perform fire combat against enemy units.

6. Offensive Fire Phase: (active player only)

   The active player may perform fire combat against enemy units.

7. Melee Phase: (active player only)

   All the active players units with an enemy unit in their ZOC must attack.

3 FACING

All combat units (see exceptions below) must be oriented such that the top of the counter is aligned parallel to one of the 6 hex sides (see diagram p.25).

The hexside to which the unit is aligned is referred to as its "facing". The adjacent hex with which it shares the common hexside and the two adjacent hexes to either side are the three "front" hexes of the unit. The other three hexes adjacent to the unit are its "rear" hexes (see diagram p.27).

Units stacked together must all have the same facing. When a unit enters a hex containing one or more friendly units, the player must orientate the incoming unit to match the facing of the units already present in the hex (this is carried out without paying extra movement points). Units stacked together can then continue their movement if they have enough movement points.

Exceptions:

- a unit in Routed state has no facing (it becomes like a herd in panic). For an enemy assault, a Routed unit is always considered as attacked from the rear.
- a unit of infantry in Hedgehog has a front facing in all directions.
- commanders are always considered as front facing.

3.1 Effects On Movement

A unit may only move into one of its front hexes. A unit may change its facing by pivoting within a hex at the cost of one movement point, whatever the change of facing.

3.2 Restriction On Firing

A unit may only fire into/through its front hexes. Note: a unit in Hedgehog loses all capacity to fire.

3.3 Effects On Melee

A unit only initiate a melee attack with a hostile unit located in one of its front hexes. A unit which attacks the rear of an enemy unit benefits from a modifier of +2 to the combat.

4 ZONES OF CONTROL

Combat units exert a Zone of control (ZOC) upon their three front hexes. Commanders and Routed units do not exert a ZOC.

4.1 Restrictions On Movements

A unit normally tests its morale in order to enter an enemy ZOC (see Test of commitment, 9.2). A unit in an enemy ZOC can not exit except in the following cases:

- it is Routed.
- its army corps receives a General Retreat Order during the phase of retreat (see 11).
- it is a unit of cavalry facing infantry solely.
- it is a unit of Swiss arquebusiers facing infantry solely.

In all cases, a unit may not pass directly from one enemy ZOC to another.

4.2 Effects Of Rout

A routing unit can not enter an enemy ZOC. If all its retreat routes are blocked by enemy ZOCs or hostile units, the unit is eliminated (see 10.1).

4.3 Effects On Command

A chain of command can not pass through an enemy ZOC unless a friendly unit is present in the hex.

5 STACKING

The players can place several counters in one hex, taking into account the following restrictions. Units of the two camps can never occupy the same hexagon. Markers and commanders are not taken into account for stacking.

5.1 Swiss Army

The different stacking possibilities per hex for the Swiss army are the following:

- a unit of cavalry alone;
- one unit of arquebusiers;
- one unit of arquebusiers plus a unit of pikemen;
- up to three units of pikemen.

5.2 French Army

For the French army, the different stacking possibilities per hex are the following:

- one or two units of infantry;
- one or two units of cavalry;
- one unit of artillery plus one or two units of infantry.

ing a unit in order is relatively slower due to the obligation of maintaining this order!). Otherwise, a unit in disorder suffers no additional penalties compared to a unit in order (exception: no cavalry charge and no hedgehog). A unit may not voluntarily become disordered.

Swiss Replacement Units:

Many of the Swiss pikemen (piquiers) units are represented by two counters. The first represents the unit at full strength, while the second (distinguished by a large white cross across it) represents the same unit at a reduced strength following some losses incurred in combat (morale -1, melee strength reduced by half, and protection and movement unaltered). The two counters are never in play simultaneously. The pikemen with a melee rating of 6 (three units of the center corps and the nine units of the rearguard) do not have any replacement counters.

1.2 The Commanders

These counters portray the commanders of the army corps. Without them the combat units operate with reduced movement and combat abilities. Commander counters are distinguished by icon portraits of the commander's head. Each commander is rated for command range (upper right) and movement allowance (lower right). All commanders have superior protection as indicated by the shield symbol (lower left). Superimposed on the shield is the commander's melee bonus (red number) or fire bonus (orange number, commanders Genouillac and Navarro only), if any. Two commanders, Francois 1st and Bayard, are also iconically marked for heroic value by a star icon (middle left). The back of the commander counters represent the same commander having incurred an injury, with his abilities lessened.

1.3 The Markers

The sheet of counters includes some markers useful to play of the game.

Turn Marker: sundial icon with Swiss and French sides. This marker is placed on the turn track along the bottom of the map, and is used to indicate the current game turn and which player is currently the active player.

Army Corps Morale Markers: corps icons, one for each corps. These are placed on the morale track along the side of the map, and are used to indicate the current morale level of the corresponding army corps. There are two Swiss army morale markers, one with "x10" to track the tens, and the other one to track the ones.

Routed Markers: dropped equipment icon. These are used to identify routed units.

Fortification Markers (French player only, see 14.2): fortified walls icon. These are used to show the existence of newly built walled positions besides those already existing on the map.

Hedgehog Markers: round formation icon. These identify units of infantry that have assumed the hedgehog formation in order to thwart a cavalry charge.

Cavalry Charge Markers: cavalry with arrow icon. These identify units of cavalry that have declared a charge.

Out of Command Markers: burning scroll icon. These identify units that are located outside the radius of command of their commanding officer.

2 THE GAME TURN

Marignan 1515 is played in a variable number of game turns as specified in the scenario instructions. Each game turn consists of two similar player turns, one for each player (as detailed in rule 2.1 below). The player of whom it is the current player turn is referred to as the active player, while his opponent is referred to as the passive player. The Swiss player goes first each turn. When the French player finishes his player turn, the turn is finished. Record the current turn and active player (his side of the turn marker face up) on the turn record track along the bottom of the map.

2.1 Sequence of Play

Each game turn consists of two player turns:

Swiss player turn (Swiss are "active" and French "passive")

French player turn (French are "active" and Swiss "passive")

Each player turn is organized into a series of steps (referred to as "phases") in the following manner:

1. Command Phase: (active player only)

   The active player verifies that his units are within the range of command of their commanders. Units that are out of range are given a Out of Command marker. Units previously marked Out of Command that are now within command range have their markers removed.

2. Reorganization Phase: (active player only)

   First, all disordered units of the active player which are not adjacent to an enemy unit return to order. Next, those Routed units which are four or more hexes from the nearest enemy unit test their morale. If they pass this morale test they recover from Routed to Disordered state (no effect if they fail the test).

3. Movement Phase: (active player only)

   First, all the active players routed units must execute their rout movement before any other units may move. Next, the active players non-routed units may move as the player desires, respecting the rules of movement. Finally, after all movement is finished, the active player may remove any Hedgehog markers from his units if he so desires.

Marignan 1515

VOLUME 1, NUMBER 3

This is a translation of the Vae Victus game in issue number 3. It was originally translated by Richard Fluck, and then rewritten by Scott Hannon; then formatted by Ross Hagglund

March 12, 1996.

Marignan 1515 is a simulation of the great battle during the reign of Francois 1st, with his combination of cavalry, artillery and infantry confronting the dangerous Swiss army, the reincarnation of the Macedonian phalanx. Two scenarios are offered: the first covers just the first day of the battle, and the second simulates the two days of confrontation, with reorganization during the night.

One of players takes command of the French army, the other the Swiss army. The objective of the two players is to rout or destroy the opposing army.

The game includes one map, the rules, the counters, and the game charts on the last page of the rules. Also required for play are two 6 sided dice.

0 INTRODUCTION

0.1 The Map and Game Scale

The map depicts the battlefield, located ten kilometers to the southeast of Milan. The map has several types of terrain, each having effects on movement, combat, and the firing of units. Each hex represents a distance of 150 meters. Each game turn represents approximately 30 minutes in the daytime, and an hour during the night turns. Each combat unit represents from 200 to 800 men (see the order of battle description on p.30).

0.2 Morale Tests

When the rules indicate that a unit must test its morale, the player who controls the unit rolls two 6 sided dice. If the sum of the dice is lower or equal to the morale of the unit, the unit passes its test. If the result is higher, the unit fails its test and must incur the effects which relate to it. All morale modifiers apply to the morale of the unit and not to the die roll.

1 COUNTERS AND MARKERS

The counter sheet contains the combat units, the commanders, and the markers. Each commander and combat unit is marked with a corps icon (upper left) to identify its corps affiliation. The French army has ten corps, while the Swiss mercenaries are divided in three corps (Swiss shield with Roman numerals I, II, or III). (See diagrams on p.24)

1.1 The Combat Units

Combat units are of three basic types: Cavalry (man on horseback icon), Infantry (pikemen, arquebusiers, or swordsmen icons), and Cannons (cannon icon). The front of a counter represents the unit in good order, while the back represents the same unit in disorder.

All combat units are rated for morale (upper right), melee strength (lower left number), and movement allowance (lower right). In addition, all combat units are iconically rated for armor protection by the type of background to their melee strength: a shield for superior protection, a blank (no icon) for normal protection, and a dotted outline of a shield for feeble protection.

Combat units capable of engaging in fire combat also have an orange fire strength (middle left on infantry, and bottom middle on artillery); units with no fire strength can not fire.

The fire and melee strengths on the back of the counters are generally reduced due to the detrimental effects of disorder, but movement is often superior (maneuver-

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