

Compulsory	Compulsory	Compulsory
Queen Isabella of Spain is dead.	King Ferdinand of Spain is dead.	Maximilian I is dead.
If Isabella is alive this card must be played. Roll d6: Isabella dies if 5 - 6.	If Isabella is dead and Ferdinand is alive this card must be played. Roll d6: Ferdinand dies if 5 - 6.	If Ferdinand is dead and Maximilian is alive this card must be played. Roll d6: Maximilian dies if 5 - 6.
STOP! NEXT PLAYER TURN.	STOP! NEXT PLAYER TURN.	STOP! NEXT PLAYER TURN. RESHUFFLE

Compulsory	Compulsory	Compulsory
Claim subsidies from Italian allies.	Collect domestic revenues.	Collect revenues from Italian possessions.
Each player collects the value of the areas held by one of his Italian allies.	France collects 60 florins. Spain collects 50 florins. Venice collects 50 florins. The Papacy collects 40 florins.	Each player collects the value of his possessions in Italy in florins.
STOP! NEXT PLAYER TURN.	STOP! NEXT PLAYER TURN.	STOP! NEXT PLAYER TURN.

Compulsory	Compulsory	Compulsory
Head of State plays tennis.	Head of State loves life.	Trouble at home.
At the player's option: Your Head of State cracks his head on a beam on his way to play tennis. He is laid on a rough pallet in a latrine to recover - here he dies amid the filth. [The death of Charles V of France.] <i>(Card not applicable to Spain.)</i>	This card must be played. Roll d6: if 5 - 6, your Head of State has liked the good life; wine, women and song. With the name of his current mistress on his lips, he dies of over indulgence. <i>(Card not applicable to Spain.)</i>	This card must be played. Roll d6: if 6, 30 florins must be paid to suppress trouble at home. If insufficient money in the War Chest, it must be deducted from army value points.
STOP! NEXT PLAYER TURN.	STOP! NEXT PLAYER TURN.	STOP! NEXT PLAYER TURN.

Compulsory

Claim subsidies from Italian allies.

Each player collects the value of the areas held by one of his Italian allies.

**STOP!
NEXT PLAYER TURN.**

Ruse De Guerre

Friendly party.

A besieging army and a diplomat must be present.

Whilst under siege by your forces, your diplomat encourages a faction within the city to open the gates. The area automatically becomes a possession.

Cost in florins: Double the value of the area.

Ruse De Guerre

Mine.

A besieging army must be present.

The sappers of your army dig a mine under the city walls. Roll d6.

If 2 - 6: When your mine explodes, the results are so devastating; the city is carried without further resistance.

If 1: A countermine is exploded destroying your mine completely.

Cost in florins: 10

Ruse De Guerre

Earthworks.

The player may deploy 18" of earthworks. These must be placed on the table after terrain placement.

Ruse De Guerre

Earthworks.

The player may deploy 18" of earthworks. These must be placed on the table after terrain placement.

Ruse De Guerre

Secret Reinforcements.

One of the player's armies may field up to 30 florins of extra troops.

Cost in florins: The value of the reinforcements.




Ruse De Guerre	Ruse De Guerre	Ruse De Guerre
<p>Secret Reinforcements. One of the player's armies may field up to 10 florins of extra troops. Cost in florins: The value of the reinforcements.</p>	<p>Secret Reinforcements. One of the player's armies may field up to 20 florins of extra troops. Cost in florins: The value of the reinforcements.</p>	<p>Bad Weather. When this card is played the proposed campaign action of one army is prevented on the card in play.</p>




Ruse De Guerre	Ruse De Guerre	Ruse De Guerre
<p>Bad Weather. When this card is played the proposed campaign action of one army is prevented on the card in play.</p>	<p>Spies. Your spies give you the jump on your enemies. You may steal the campaign card currently in play and act on it yourself.</p>	<p>Spies. Your spies give you the jump on your enemies. You may steal the campaign card currently in play and act on it yourself.</p>




Ruse De Guerre	Ruse De Guerre	Ruse De Guerre
<p>Spies. Your spies give you the jump on your enemies. You may steal the campaign card currently in play and act on it yourself.</p>	<p>Spies. Your spies give you the jump on your enemies. You may steal the campaign card currently in play and act on it yourself.</p>	<p>Spies. Your spies give you the jump on your enemies. You may steal the campaign card currently in play and act on it yourself.</p>




Ruse De Guerre	Ruse De Guerre	Ruse De Guerre
<p>Spies. Your spies give you the jump on your enemies. You may steal the campaign card currently in play and act on it yourself.</p>	<p>Bribe. One unit of mercenaries may be bribed to leave the field after deployment but before the start of play. Cost in florins: The value of the unit bribed</p>	<p>Intrigue. When this card is played it counts as a "STOP! NEXT PLAYER" card. Cost in florins: 25</p>




Ruse De Guerre	Ruse De Guerre	Ruse De Guerre
<p>Stratagem. The player may exchange a <i>Morale Chip Card</i> for a chosen <i>Morale Stratagem Card</i>. The exact stratagem definition must be rolled for as standard.</p>	<p>Stratagem. The player may exchange a <i>Morale Chip Card</i> for a chosen <i>Morale Stratagem Card</i>. The exact stratagem definition must be rolled for as standard.</p>	<p>Stratagem. The player may exchange a <i>Morale Chip Card</i> for a chosen <i>Morale Stratagem Card</i>. The exact stratagem definition must be rolled for as standard.</p>




1 - 3		1 - 3		1	
Brilliant Strategy		Brilliant Strategy		Machiavelli	
The player may act on the next card twice.		The player may act on the next card twice.		<p>Your diplomat can change the political position taken by the non-player state. To effect the change he must be present in the most valuable possession of the non-player state concerned.</p> <p>Move the marker of any player state one level up or down the non-player state's political position track.</p> <p>Cost in florins: 15 VPs gained: 2</p>	




1 - 3		1		1 - 2	
Machiavelli		Machiavelli		Machiavelli	
<p>Your diplomat can change the political position taken by the non-player state. To effect the change he must be present in the most valuable possession of the non-player state concerned.</p> <p>Move the marker of any player state one level up or down the non-player state's political position track.</p> <p>Cost in florins: 15 VPs gained: 2</p>		<p>Your diplomat can change the political position taken by the non-player state. To effect the change he must be present in the most valuable possession of the non-player state concerned.</p> <p>Move the marker of any player state one level up or down the non-player state's political position track.</p> <p>Cost in florins: 15 VPs gained: 2</p>		<p>Your diplomat can change the political position taken by the non-player state. To effect the change he must be present in the most valuable possession of the non-player state concerned.</p> <p>Move the marker of any player state one level up or down the non-player state's political position track.</p> <p>Cost in florins: 15 VPs gained: 2</p>	




1 - 2		1 - 2		1 - 2	
Machiavelli		Machiavelli		Plunder	
<p>Your diplomat can change the political position taken by the non-player state. To effect the change he must be present in the most valuable possession of the non-player state concerned.</p> <p>Move the marker of any player state one level up or down the non-player state's political position track.</p> <p>Cost in florins: 15 VPs gained: 2</p>		<p>Your diplomat can change the political position taken by the non-player state. To effect the change he must be present in the most valuable possession of the non-player state concerned.</p> <p>Move the marker of any player state one level up or down the non-player state's political position track.</p> <p>Cost in florins: 15 VPs gained: 2</p>		<p>One army of choice plunders the area it is in. The army extracts triple the value of the area in florins and is not subject to pay the troops cards this turn.</p> <p>Cost in VPs to the army's state: The value of the area plundered.</p>	




1 - 2		1 - 3		1 - 2	
Plunder		Prior Savonarola. (Revolt.)		Prior Savonarola. (Revolt.)	
<p>One army of choice plunders the area it is in. The army extracts triple the value of the area in florins and is not subject to pay the troops cards this turn.</p> <p>Cost in VPs to the army's state: The value of the area plundered.</p>		<p>A diplomat must be present: one area unoccupied by a field army or garrison revolts and reverts to its original owner.</p> <p>If a garrison is present: divide the garrison's value by 10 & roll d6. Half area & roll d6. Round fractions.</p> <p>Area roll higher: Revolt succeeds, garrison destroyed. Rolls are even: Revolt fails, garrison destroyed.</p> <p>Garrison rolls higher: Revolt fails; garrison loses revolt dice x 1/2 area value (rounding fractions).</p>		<p>A diplomat must be present: one area unoccupied by a field army or garrison revolts and reverts to its original owner.</p> <p>If a garrison is present: divide the garrison's value by 10 & roll d6. Half area & roll d6. Round fractions.</p> <p>Area roll higher: Revolt succeeds, garrison destroyed. Rolls are even: Revolt fails, garrison destroyed.</p> <p>Garrison rolls higher: Revolt fails; garrison loses revolt dice x 1/2 area value (rounding fractions).</p>	




1		1 - 2		1 - 2	
Buono giorno Signore Borgia.		Buono giorno Signore Borgia.		Buono giorno Signore Borgia.	
<p>Your diplomat attempts to assassinate an army commander or diplomat. He must be present.</p> <p>Roll d6: The assassination succeeds if 4 - 6.</p> <p>An assassinated C-in-C is immediately replaced by a subordinate. A replacement C-in-C adds 1 to his quality roll.</p> <p>Attempt cost in florins: 15</p>		<p>Your diplomat attempts to assassinate an army commander or diplomat. He must be present.</p> <p>Roll d6: The assassination succeeds if 4 - 6.</p> <p>An assassinated C-in-C is immediately replaced by a subordinate. A replacement C-in-C adds 1 to his quality roll.</p> <p>Attempt cost in florins: 15</p>		<p>Your diplomat attempts to assassinate an army commander or diplomat. He must be present.</p> <p>Roll d6: The assassination succeeds if 4 - 6.</p> <p>An assassinated C-in-C is immediately replaced by a subordinate. A replacement C-in-C adds 1 to his quality roll.</p> <p>Attempt cost in florins: 15</p>	




1		1 - 2		1 - 3	
Point d'argent, point de Suisse!		Point d'argent, point de Suisse!		Point d'argent, point de Suisse!	
<p>All armies in a chosen allied, neutral or hostile area must be paid.</p> <p>Any part of an army that goes unpaid disbands.</p> <p>Cost in Florins (round up all fractions):</p> <p>20% army value in an allied area. 30% army value in a neutral area. 50% army value in a hostile area.</p> <p>Mark the army as paid. It is not subject to this card again until after the next reshuffle.</p>		<p>All armies in a chosen allied, neutral or hostile area must be paid.</p> <p>Any part of an army that goes unpaid disbands.</p> <p>Cost in Florins (round up all fractions):</p> <p>20% army value in an allied area. 30% army value in a neutral area. 50% army value in a hostile area.</p> <p>Mark the army as paid. It is not subject to this card again until after the next reshuffle.</p>		<p>All armies in a chosen allied, neutral or hostile area must be paid.</p> <p>Any part of an army that goes unpaid disbands.</p> <p>Cost in Florins (round up all fractions):</p> <p>20% army value in an allied area. 30% army value in a neutral area. 50% army value in a hostile area.</p> <p>Mark the army as paid. It is not subject to this card again until after the next reshuffle.</p>	




1 - 3		1 - 2		1 - 2	
Point d'argent, point de Suisse!		Improved Defences		Improved Defences	
<p>All armies in a chosen allied, neutral or hostile area must be paid.</p> <p>Any part of an army that goes unpaid disbands.</p> <p>Cost in Florins (round up all fractions):</p> <p>20% army value in an allied area. 30% army value in a neutral area. 50% army value in a hostile area.</p> <p>Mark the army as paid. It is not subject to this card again until after the next reshuffle.</p>		<p>The defences of a city are improved. Add one to the city's defence dice during siege rolls.</p> <p>The maximum strength allowed is +2</p> <p>Cost in florins: 20</p>		<p>The defences of a city are improved. Add one to the city's defence dice during siege rolls.</p> <p>The maximum strength allowed is +2</p> <p>Cost in florins: 20</p>	




1 - 3		1 - 3		1 - 3	
Naval Supremacy		Naval Supremacy		Naval Supremacy	
<p>You may attempt to gain control of a chosen sea area. This allows armies to embark from a port in a controlled sea area and land in a port in a controlled sea area.</p> <p>Cost in florins: 20</p> <p>Roll d6, success if:</p> <ul style="list-style-type: none"> • France: 4 - 6. • Spain: 4 - 6. • Papal States: 5 - 6. • Venice: 3 - 6. <p>If the attempt fails the sea area reverts to no player in control.</p>		<p>You may attempt to gain control of a chosen sea area. This allows armies to embark from a port in a controlled sea area and land in a port in a controlled sea area.</p> <p>Cost in florins: 20</p> <p>Roll d6, success if:</p> <ul style="list-style-type: none"> • France: 4 - 6. • Spain: 4 - 6. • Papal States: 5 - 6. • Venice: 3 - 6. <p>If the attempt fails the sea area reverts to no player in control.</p>		<p>You may attempt to gain control of a chosen sea area. This allows armies to embark from a port in a controlled sea area and land in a port in a controlled sea area.</p> <p>Cost in florins: 20</p> <p>Roll d6, success if:</p> <ul style="list-style-type: none"> • France: 4 - 6. • Spain: 4 - 6. • Papal States: 5 - 6. • Venice: 3 - 6. <p>If the attempt fails the sea area reverts to no player in control.</p>	




1 - 2		1 - 2		1 - 3	
Reinforce an Army		Reinforce an Army		Reinforce an Army	
<p>An existing army may be reinforced. The army must be able to trace a route via possessions, allied states or open sea lanes to qualify for reinforcement.</p> <p>Cost in florins: The value of reinforcement.</p>		<p>An existing army may be reinforced. The army must be able to trace a route via possessions, allied states or open sea lanes to qualify for reinforcement.</p> <p>Cost in florins: The value of reinforcement.</p>		<p>An existing army may be reinforced. The army must be able to trace a route via possessions, allied states or open sea lanes to qualify for reinforcement.</p> <p>Cost in florins: The value of reinforcement.</p>	




1 - 2		1 - 3		1 - 3	
Hire local mercenary reinforcements.		Hire local mercenary reinforcements.		Hire local mercenary reinforcements.	
<p>An existing army may be reinforced by up to its current value.</p> <p>Cost in florins: The value of reinforcement plus 20% rounding up all fractions.</p>		<p>An existing army may be reinforced by up to its current value.</p> <p>Cost in florins: The value of reinforcement plus 20% rounding up all fractions.</p>		<p>An existing army may be reinforced by up to its current value.</p> <p>Cost in florins: The value of reinforcement plus 20% rounding up all fractions.</p>	




1 - 2		1 - 2		1 - 3	
Create New Army		Create New Army		Create New Army	
<p>A new army may be created. Depending on nationality, the army starts in FRANCE, VENICE, ROME or SPAIN.</p> <p>Cost in florins: The value of the army created. If the army does not already have a C-in-C in place an additional cost of 10 florins must be added.</p>		<p>A new army may be created. Depending on nationality, the army starts in FRANCE, VENICE, ROME or SPAIN.</p> <p>Cost in florins: The value of the army created. If the army does not already have a C-in-C in place an additional cost of 10 florins must be added.</p>		<p>A new army may be created. Depending on nationality, the army starts in FRANCE, VENICE, ROME or SPAIN.</p> <p>Cost in florins: The value of the army created. If the army does not already have a C-in-C in place an additional cost of 10 florins must be added.</p>	




1 - 3		1 - 3		1 - 3	
Trial		Ruse de Guerre		Loan Arranged	
<p>A chosen C-in-C is put on trial. Roll d6:</p> <p>Vs own C-in-C: If 2 - 6 he is found guilty and removed from office.</p> <p>Vs other C-in-C: If 5 - 6 he is found guilty and removed from office.</p> <p>Cost in florins: 15</p> <p>A removed C-in-C is immediately replaced by a subordinate. A replacement C-in-C adds 1 to his quality roll.</p>		<p>If available the player may draw a Ruse de Guerre card.</p>		<p>A loan is arranged for 30 florins. The debt should be repaid on the next collect domestic revenue card.</p> <p>Cost in florins on next domestic revenue card: 40</p> <p>Put a marker on the player's War Chest. If the player refuses to repay the debt he loses 5 VPs. The debt is cancelled.</p>	

1 - 2		1 - 3		1 - 3	
Loan Arranged		Ruse de Guerre		Plague	
<p>A loan is arranged for 30 florins. The debt should be repaid on the next collect domestic revenue card.</p> <p>Cost in florins on next domestic revenue card: 40</p> <p>Put a marker on the player's War Chest. If the player refuses to repay the debt he loses 5 VPs. The debt is cancelled.</p>		<p>If available the player may draw a Ruse de Guerre card.</p>		<p>Roll d6: If 5 - 6 one chosen army is hit by the plague.</p> <p>Roll d6 x10 to determine the percentage losses the plague inflicts on the army.</p>	




1 - 3		1 - 3		1 - 3	
The Cantons aid Maximilian Sforza.		The Empire strikes!		Florence has a rush of blood!	
<p>Roll d6: if 6 Swiss invade the Milanese starting at Milan. Fights any army opposing entry. If undefended Milan falls. Disbands if beaten in battle and Milan falls to the victor. Army always comprises:</p> <ul style="list-style-type: none"> • 27 stands of Swiss pike. • 1 unit of Swiss halberdiers. • 1 unit of light artillery. • 2 units of SK Arquebus. • 1 units of mounted crossbow. • 1 unit of Lance Spezatte. <p>Event allowed only if not already in play.</p>		<p>Roll d6: if 6 HRE army invades Venetian "Terra Firma" starting at Brescia. Fights any army opposing entry. If undefended Brescia falls. Disbands if beaten in battle. Army always comprises:</p> <ul style="list-style-type: none"> • 18 stands of Landsknecht pike. • 2 unit of medium artillery. • 2 units of SK Arquebus. • 3 units of men-at-arms. • 2 units of mounted crossbows. • 1 unit of mounted arquebus <p>Event allowed only if not already in play.</p>		<p>Roll d6: if 6 the Florentines attempt recover of lost territories in order of their value. Fights any army opposing entry. Undefended cities fall. Disbands if beaten in battle, or when all areas recovered. Army always comprises:</p> <ul style="list-style-type: none"> • 24 stands of militia pike. • 2 units of Lance Spezatte. • 1 unit of Condottiere. • 2 units of SK Arquebus. • 2 units of mounted crossbows. <p>Event allowed only if not already in play</p>	




1 - 3		1 - 3		1	
Learning the Lesson		Ruse de Guerre		Ruse de Guerre	
<p>A chosen C-in-C improves in his strategic ability. Raise the ability of one C-in-C by one level. E.g. Ability 3 to ability 2.</p>		<p>If available the player may draw a Ruse de Guerre card.</p>		<p>If available the player may draw a Ruse de Guerre card.</p>	




1 - 3		1 - 3		1 - 3	
Ruse de Guerre		Ruse de Guerre		Ruse de Guerre	
<p>If available the player may draw a Ruse de Guerre card.</p>		<p>If available the player may draw a Ruse de Guerre card.</p>		<p>If available the player may draw a Ruse de Guerre card.</p>	

1 - 3		1 - 3		1 - 3	
Diplomat		Diplomat		Diplomat	
A lost diplomat is replaced.		A lost diplomat is replaced.		A lost diplomat is replaced.	

Following cards are not yet added.

1		1		1	
Reinforce an army.		Hire local mercenary reinforcements.		Create new army.	
<p>An existing army may be reinforced. The army must be able to trace a route via possessions, allied states or open sea lanes to qualify for reinforcement.</p> <p>Cost in florins: The value of reinforcement.</p>		<p>An existing army may be reinforced by up to its current value.</p> <p>Cost in florins: The value of reinforcement plus 20% rounding up all fractions.</p>		<p>A new army may be created. Depending on nationality, the army starts in FRANCE, VENICE, ROME or SPAIN.</p> <p>Cost in florins: The value of the army created. If the army does not already have a C-in-C in place an additional cost of 10 florins must be added.</p>	

1		1		1 - 2	
Point d'argent, point de Suisse!		Prior Savonarola. (Revolt.)		"Gott hilf mir" Luther.	
<p>All armies in a chosen allied, neutral or hostile area must be paid.</p> <p>Any part of an army that goes unpaid disbands.</p> <p>Cost in Florins (round up all fractions):</p> <p>20% army value in an allied area. 30% army value in a neutral area. 50% army value in a hostile area.</p> <p>Mark the army as paid. It is not subject to this card again until after the next reshuffle.</p>		<p>A diplomat must be present: one area unoccupied by a field army or garrison revolts and reverts to its original owner.</p> <p>If a garrison is present: divide the garrison's value by 10 & roll d6. Half area & roll d6. Round fractions.</p> <p>Area roll higher: Revolt succeeds, garrison destroyed. Rolls are even: Revolt fails, garrison destroyed. Garrison rolls higher: Revolt fails; garrison loses revolt dice x 1/2 area value (rounding fractions).</p>		<p>Lutheran doctrine is taking hold. The Papacy fears it may lose its supremacy over the Church.</p> <p>Roll d6: if 5 - 6 the Pope may not use his power of excommunication until after the next re-shuffle.</p>	

1		1		1 - 3	
Noble gestures pay rewards.		Noble gestures pay rewards.		Naval supremacy.	
<p>A diplomat must be present.</p> <p>Your diplomat makes prestigious gestures to the powerful men in the campaign area he currently occupies.</p> <p>Roll d6:</p> <p>If 2 - 6: The local aristocracy shower you with gifts worth 3 x the campaign area value.</p> <p>If 1: The local aristocracy are not impressed. Pay the campaign area value.</p>		<p>A diplomat must be present.</p> <p>Your diplomat makes prestigious gestures to the powerful men in the campaign area he currently occupies.</p> <p>Roll d6:</p> <p>If 2 - 6: The local aristocracy shower you with gifts worth 3 x the campaign area value.</p> <p>If 1: The local aristocracy are not impressed. Pay the campaign area value.</p>		<p>You may attempt to gain control of a chosen sea area. This allows armies to embark from a port in a controlled sea area and land in a port in a controlled sea area.</p> <p>Cost in florins: 20</p> <p>Roll d6: success if:</p> <ul style="list-style-type: none"> • France: 4 - 6. • Spain: 4 - 6. • Papal States: 5 - 6. • Venice: 3 - 6. <p>If the attempt fails the sea area reverts to no player in control.</p>	