

Camposanto 1743

# Tra Asburgo e Borboni

Designed by Alessandro Zucchini



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## 1. GAME COMPONENTS

Each copy of the game includes:

- An A2 map depicting the battlefield
- 108 5/8" die-cut counters
- A Player Aid Card
- This rules booklet

### 1.1. The map

The map covers the field of battle. The hexagonal grid regulate the movements of the units, each hexagon (hex) represents approximately 225 meters side to side.



### 1.2. The dice

The game uses six-sided dice (not included). Each player should have two (2d6).

### 1.3. Initial placement

Place the counters on the map as shown on the Player Aid card.

## 2. THE COUNTERS

The counters represent combat units, Order Points and information markers.

### 2.1. Combat units

The combat units are Infantry, Cavalry, Artillery and Light Infantry.



Infantry



Cavalry



Artillery



Light Infantry

The counter shows the number of steps and a symbol in the center to indicate the type of unit. The symbols are colored to identify a unit's nationality:

- Dark Red = Spanish,
- Blue = Savoy,
- Yellow = Austrians.

At the bottom of each counter is a colored band indicating which WING the unit is part of (right wing, center, left wing); also indicated within the band is the name of the Regiment or

the name of the Officer in the case of Marshals.



The artillery is not formed in regiments: the counters show the fire modifiers (see 9.1). Infantry and Cavalry units are grouped into Regiments. Every historical Regiment represented in the game is depicted in the uniform worn at the time of the battle. Usually a regiment of infantry consists of 2 battalions. A cavalry regiment is instead normally composed of 3 squadrons and is always represented with a counter. A star on the right of a counter represents higher unit quality, and a bonus during combat.

*All Elite units they have a star except the Spanish Carabineros Reales who have two.*



Most of the Regiment counters are printed on both sides. On the back is a black line with the number of steps left.



Front



Back

Artillery and light infantry have only one step and so are printed on one side only.

### 2.2. Generals and Marshals

Generals and Marshals are Commanders not combat units and they have some particular rules.



General



Marshal

*Marshals have different graphic on each side of the counter, use the one you prefer.*



## 2.3. Order Points

There are 18 Order Points (OP) counters, numbered on the back, divided into 2 series of 9 (with the color and symbol of its army on the front). The two series have the values 1, 4, 5, 8, 9, 12, 13, 16, 18 and 2, 3, 6, 7, 10, 11, 14, 15, 17 respectively.

## 3. GAME TURNS

The game takes place over two Turns, one DAY phase and one NIGHT phase, determined by the use of OPs. During the DAY phase the basic rules are followed, in the NIGHT phase the rules have some changes (see rule 11). Each TURN is divided into 3 phases. In each PHASE each player must play 3 OPs, one for each Wing. The Austro-Savoy player starts the First TURN with the yellow-blue OPs, the Spanish player receives the red ones.

## 4. GAME SEQUENCE

At the beginning of each Phase the players simultaneously choose three OPs from those available and then plays them front-side up on the map next to each Wing.

### 4.1. Progress of the Phase

After both players have placed the OP counters on the map, the counters are turned over and their values revealed. For each wing (band Colored) each side's OP values are compared: first, identify the Wing which has the highest OP value of all those played by both players. This Wing is called IMPETUOUS, it will be the first to be activated and will benefit from some advantages (5.1). Placed the counter corresponding to the wing in question in the Impetuous box on the Game Chart and move it to the Fatigued row. Next, identify the lowest OP value among all those played by both players. The Wing associated with this OP is called TITUBANT and in addition to being the last to be activated, it will also have some limitations (5.4). Place the corresponding wing counter in the Tit. box on the Game Chart

Of the remaining 2 pairs of OP counters, the wing with higher value is determined to be AGGRESSIVE and they will activate normally; the two

with the lower values are CAUTIOUS (5.3). Place the counters related to these wings in the corresponding boxes on the Game Chart.

*Example: Ops played:*



Left wing      Center      Right wing



*In this case the highest OP is 16, therefore the Left Wing of the Spanish becomes Impetuous and is moved to the Fatigued column; the lowest OP is 4, therefore the Right Wing of the Spanish becomes Titubant. The 14 and 6 (which won the comparison relating to your Wing) determine the Aggressive Wings, the 10 and the 8 (which they lost) determine the Cautious Wings.*

The players then activate their Wings in order of OP value.

#### 4.2. End of the Phase

At the end of the sixth activation (that of the Titubant Wing) the Phase ends. Any Victory Points obtained by the players are awarded (12.2). Check also if one of the players has achieved the victory conditions. If the players still have OPs, begin a new Phase.

#### 4.3. End of the Turn

At the end of the third Phase, the Day turn ends. All the fatigued Wings come back fresh on the game board. The player who is behind in Victory Points decides whether they wish to exchange their OP counters with those of the opponent. If each player has same number of Victory Points they must exchange the OP counters.

At the end of the third phase of the NIGHT Turn the victory is awarded (see 12).

### 5. ACTIVATIONS

The wings activate according to their position on the Game Chart and the value of assigned OPs. The first active wing is the IMPETUOUS Wing, then

the activations continue in order of decreasing value of OP.

#### 5.1. IMPETUOUS wing

Activate all your units with a +1 movement point and +1 to dice roll in Assault for your own unit. Units can exit an enemy ZoC and enter another enemy ZoC.

#### 5.2. AGGRESSIVE wing

Activate all your units without limitations, nor advantages.

#### 5.3. CAUTIOUS Wing

Activate a maximum of 4 units; the wing can still attack with all units adjacent to the enemy. The units that they attack they DO NOT benefit from possible bonus for Flank Assault.

#### 5.4. TITUBANT wing

Activate a maximum of 4 units; these units cannot enter an enemy ZoC, nor Assault even if they are already adjacent to enemy units. If they start the activation adjacent to the enemy, they can exit from the ZoC (but cannot enter one).

#### 5.5. Operations

When activated, a Wing in its Phase performs the following operations, in the order indicated, taking in account any changes due to type of the Wing activated (5.1, 5.3, 5.4):

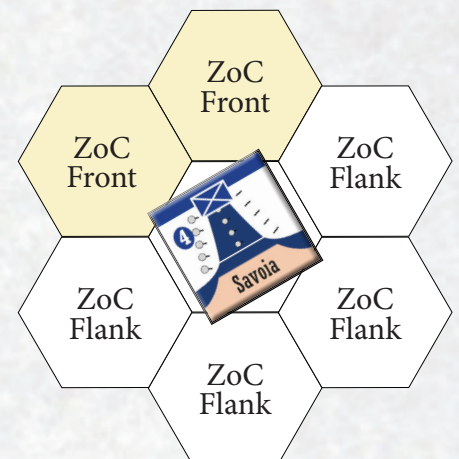
- Artillery fire: one at a time, the artillery units of the activated Wing can fire.
- Movement of activated units: one at a time, the units can move.
- Marshal's Movement
- Light Infantry Fire: one at a time, light infantry units can fire.
- Resolution of assaults

### 6. MOVEMENT

Units have Movement Points (MP): each hex, regardless of terrain type, costs 1 MP. Infantry and Light Infantry Units have 3 MP. Cavalry and Marshals have 4 MP. The artillery has 1 MP. Units are activated one at a time moving from a hex to adjacent hex(es).

#### 6.1. Zone of Control (ZoC)

means the 6 hexes surrounding any unit. Units are oriented on the vertex of the hexagon (see image).



The two hexagons adjacent to the upper part of the unit are the Front, the others four hexes are the Flank. Units at the end of their movement can orient their front as desired (even in an enemy ZoC). Any Unit may freely reorient themselves even if the otherwise didn't move at all.

A unit must stop its movement if it enters an enemy ZoC. If a unit begins its movement in an enemy ZoC it cannot move to another enemy ZoC (exception 5.1).

## 6.2. Stacking

Only one infantry or cavalry unit can be in each hex.

*See 9.2 and 10.1 for Artillery and Light Infantry.*

Moving through friendly units is allowed, but units cannot finish the movement in the same hex.

## 6.3. Terrain

It is only possible to cross the River Panaro through the hex of the pontoon bridge over the river: this is a traversable hex, but also the last passable for Spanish units in retreat or Escape.



**PONTE DI BARCHE  
PONTOON**

The hex with the pond, near Tre Case di Sopra is impassable.

**STAGNO  
POND**



## 6.4. Retreat

Retreat is a movement of reaction available to Cavalry and Light Infantry. Whenever an Infantry enemy unit enters their hex Front, the player in

command of a cavalry or light infantry must immediately choose whether the unit stays in place or falls back. In case of retreat the enemy infantry interrupts its movement losing every remaining MP, but the unit can still reorient itself. Retreat is 1-2 hexes, backwards and along the Retreat line (see 6.5). If during retreat a unit ends on a friendly unit, the unit slides back up to the first empty hex. If the retreat goes through an enemy front ZoC, the unit suffers 1 hit (HIT) for each hex of this type it goes through. The presence of a friendly unit eliminates the effects of the enemy Front ZoC for the purposes of the Retreat.

## 6.5. Line of Retreat

The line of retreat for units that retreat or Escape is in a backwards direction towards the side's map edge. The Spanish can also choose to converge towards the Panaro river pontoon bridge hex which is considered a hex of the map border. The movement must however always move away as much as possible from enemy units.

## 7. ASSAULT

During an Assault only the units of the Wing activated are involved. After all movement, all units of the activated Wing that have enemy units on their Front can attack them with an Assault.

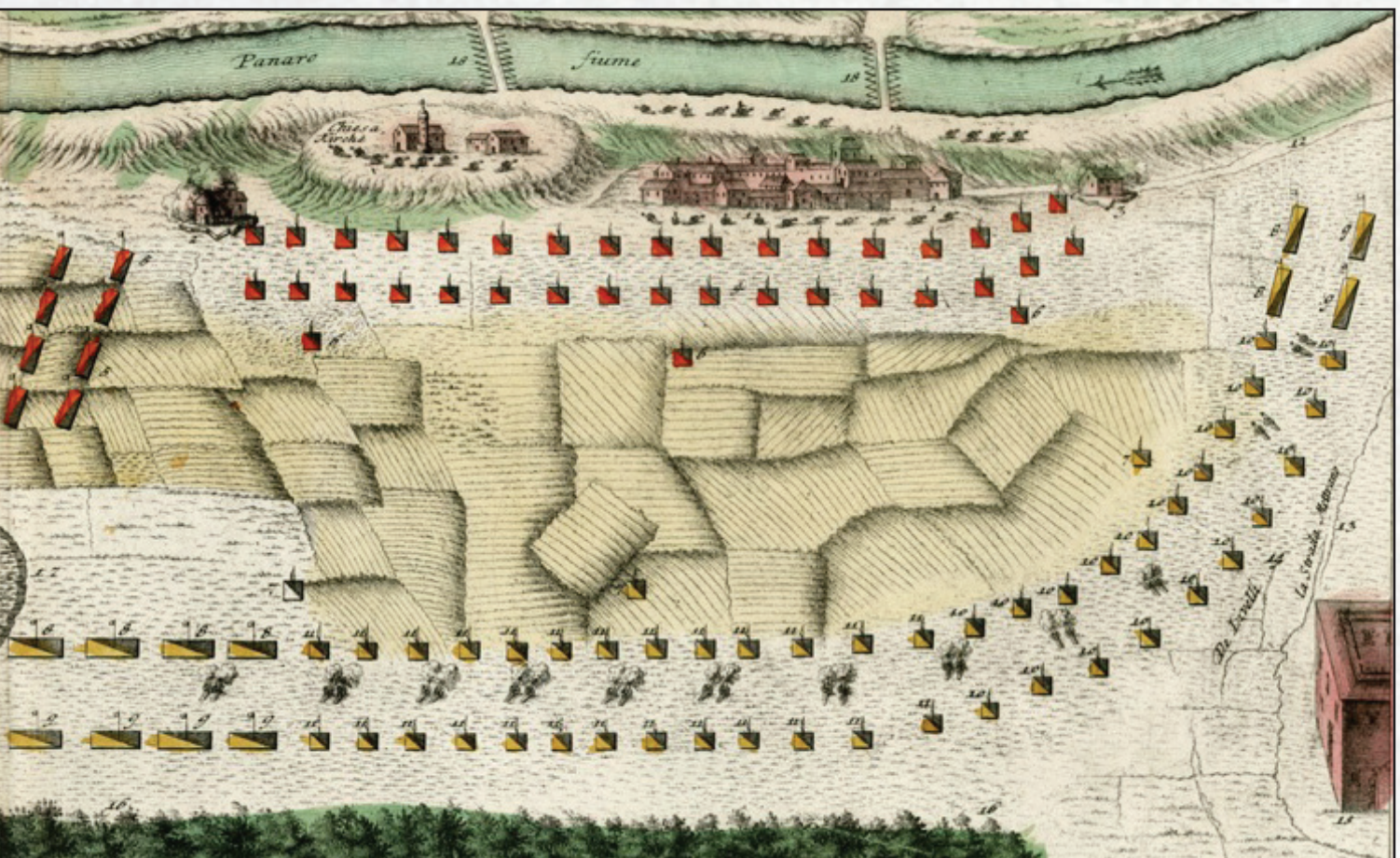
If a unit decides to attack, it must attack all enemy units on the player's own Front, unless that defending unit is being Assaulted by another friendly unit of their wing.

*Example:*



*In the image, the Spanish units indicated with A assault a Austrian unit. The assault is correct because each unit A has the opponent in the own Front ZoC. Conversely, the Spanish unit indicated with B cannot participate in the assault because the enemy is not in its own Front ZoC.*

Assaults are resolved sequentially from the opposing unit furthest to the right to the one furthest to the left, or vice versa as desired by the active player. Friendly units can perform an only Assault by activation. Enemy units can be attacked only once per activation.



## 7.1. Execution

In the Assault, the attacker (units of the activated Wing) roll the dice for first: On a roll of 9 or more (considering all modifiers) the Assault wins, otherwise the other player decides whether to retreat by 1-2 hexes or to stay and fight. If they retreats, the attacker can advance into the vacant hex. If the attacker does not win immediately the Assault and the defender decides to counter-attack, the latter rolls the dice, but now wins with 8 or more. If the defender doesn't win the counter-attack then the attacker decides if they retreat 1-2 hexes or continue the combat with the threshold lower by another point (it would go to 7 or more), and so on with a decreasing threshold of 1 until one of the two wins or decides to retreat.

*There is a display on the map to be used as a reminder of attack roll required.*



If the Assault succeeds, the loser suffers 1 hit (HIT) and must perform a 3-hex Escape move. If the loser had one or more units with a star bonus, one of these, choice of the player, will have to suffer the HIT. The winner can advance as long as, at the moment of victory, it is not on the Front ZoC of other enemy units. After the advance the units can reorient in the hex just occupied. In any case units that participated in the victory can always reorient even they do not advance.

## 7.2. Modifiers

During an Assault there may be different modifiers, which can be added together.

- ➔ The IMPETUOUS Wing benefits from +1 to the roll of the dice in each Assault of that Wing;
- ➔ Whoever has more steps benefits from +1 to the dice, while those who have less subtract 1 from the roll;
- ➔ If there are units in the Assault with a star (or two) the player adds the number to the die roll of stars present on its own units and subtracts those

of a unit of the opponent. In the case of multiple units combining in the Assault, or if they defend themselves from more than one hex, the bonus of one single unit is used.

- ➔ If an Assault is against a FARMHOUSE hex, the player subtracts 1 to the roll of the dice. Even attacking units that started an Assault from a FARMHOUSE hex still benefit from the defense value of this terrain.



## CASOLARI FARMHOUSES

- ➔ If an Assault is against the Flank of the opponent, the attacker adds 1 to the roll of the dice, while the side suffering the Flank Assault subtracts 1. If a unit assaults two enemy units of which one is on the Flank but the other on the front, the Assault bonus on the flank does not apply.
- ➔ In case of Cavalry frontal assault versus Infantry, the cavalry subtracts 1 from the dice roll, but if they attacks from the flank they have no limitations and maintains the modifiers for a flank assault.

## 7.3. Escape

In an Assault a unit's escape movement is 3 hexes, and is carried out backwards along the line of Retreat (6.5). If during the escape the unit ends its movement in a stack with a friendly unit, the escaping unit moves back again, to the first empty hex. If during the escape it passes through the Front of an enemy ZoC, the unit suffers 1 HIT for each hex of this type crossed. The presence of a friendly unit eliminates the effects of the enemy Front for the purposes of Escape. It is not possible to end an Escape in an enemy ZoC: in this case it is necessary to continue the movement until the first permissible hex. At the end of an escape the unit is allowed a reorientation. If the escape forces the unit to enter the River Panaro or to exit the map, the unit stops in the last possible hex (before the Panaro River or edge map) however. the unit suffers an additional HIT (regardless of any

hexes still to travel). If a unit is unable to escape, it is eliminated.

## 7.4. Hits (HIT)

Each time a unit is hit by enemy fire (9.1 and 10.2), loses an Assault (7.1) or retreats via a hex on an Enemy Front (6.4 or 7.3) it suffers a HIT.



Each unit can suffer a certain number of HITs before being eliminated. At the start of the game, all units are at full strength. When a unit with 4 steps at full strength suffers a HIT a HIT marker is placed on the counter, if the unit suffer another HIT the marker is removed and the counter is flipped to its side with the black bar. When this counter suffers a new HIT a HIT marker is again placed on the counter and if it suffers a further HIT it is removed from the map.

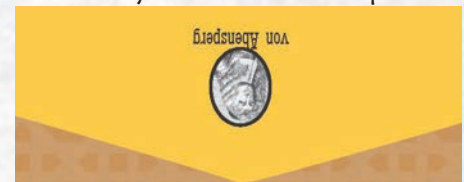
Some Regiments have only two steps. These units are turned over to their first HIT and removed if they take a second HIT.

## 8. COMMANDERS

Each army has a General (Jean Thiéry du Mont, Count of Gages for the Spanish Army, and Otto Ferdinand von Traun for the Austro-Savoy Army) and three Wing commanders (the Marshals).

### 8.1. General

He is the commander of the Army. He is represented by a pawn with his image that each player receives at the start of the game and must be placed on the Player Aid Table off map.



Only once per game, at the start of the activation of their side's CAUTIOUS Wing, may a player transform it into

an AGGRESSIVE Wing by using the general to activate without the wing without limitations.

Flip the General counter after use.

### 8.2. Marshals

The Marshal is a non-fighting unit (it does not have ZoC, nor a front) composed of a single counter. Each Army has 3 Marshals, one for each wing.



Left wing Center Right wing



The Marshal has 4 MP and is activated after all the combat units of the Wing move. He can always move independently by the status of his Wing, following the normal rules of movement but cannot enter an enemy ZoC.

When an enemy unit arrives adjacent he must retreat. The enemy unit however can continue its movement if it still has any MPs.

The Marshal, if adjacent to friendly units that participate in an Assault, in

case of a failure in the Assault, allows you to ignore the result and re-roll the dice immediately, however, if the re-roll fails again, the Marshal is eliminated. The Marshal can use this skill multiple times, in any Assault.

The Marshal can be eliminated by a HIT caused by enemy fire, both of Artillery and Light Infantry.

## 9. ARTILLERY

Artillery is a combat unit comprised of a single step. The Austro-Savoy Army has 4 units: two in the center, and one for each of the wings. The Spanish Army has only two units, both positioned in the center.

Like other combat units the Artillery has a Front and a Flank.



Shooting Modifiers to hit at 1, 2, 3 and 4 hexes

### 9.1. Fire

At the start of a Wing's activation, artillery units can Fire, one unit after another (Artillery of a Titubant Wing cannot fire). The target must be inside a shooting cone extending from the front hexes, up to 4 hexes of distance.

The artillery line of fire must be free from obstacles, such as any

friendly or enemy units or FARMHOUSES. Draw one line from the center of the hex of the artillery, to the center of the hex of the target: if there are no obstacles the line of fire is considered free. If the line of fire passes exactly along the side of two adjacent hexes, but only one of these there has an obstacle, the Fire is allowed.

Each Artillery on the Wing's band has a modifiers added to the roll dice depending on the distance of the target: Roll 2d6 and add any modifier, with a roll of 9 or more the target suffers a HIT. In this case the affected unit (if not eliminated completely) may not Escape and stays in place.

Other than distance, there are no other positive modifiers applicable to Fire. Only negative modifiers with a FARMHOUSE hex that causes a minus 1 to the die roll.

### 9.2. Movement

When activated, the artillery has 1 MO and follows the normal rules of movement, but cannot enter an enemy ZoC. Artillery can't Retreat or Escape and cannot advance after an Assault (it may reorient itself). A single artillery unit can be alone in a hex, or in a stack with an infantry regiment (not Light infantry). In that case it always must be placed on the top of the stack and if the stack suffers a HIT is it always awarded to the artillery.

### 9.3. Artillery In Assault

Artillery alone in one hex cannot start an Assault; if attached it does not have bonus (the values on the counter are used only for fire) and defends itself like a normal combat unit. If it is part of a stack together with an infantry unit, it can start an Assault, but will only provide a possible advantage for the number of steps present and will also be the first unit to suffer a possible HIT.

## 10. LIGHT INFANTRY

The Light Infantry is a combat unit with a single step. It can take only one hit (the first HIT eliminates it). Like other combat units Light infantry has a Front and a flank.

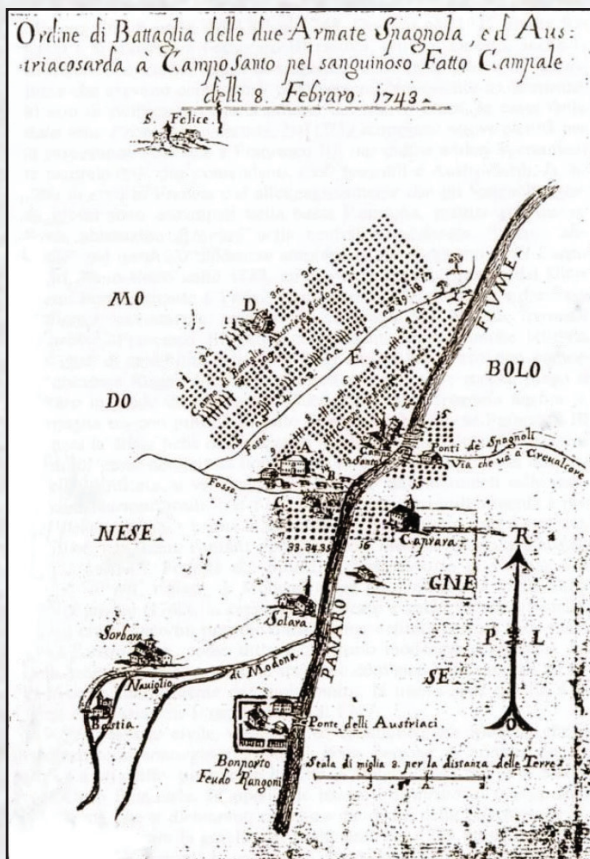
Cavalry attacking Light infantry on the front does not suffer the -1 penalty.

### 10.1. Movement

When activated a Light infantry unit has 3 MP and follows the normal rules of movement. A Light infantry unit can be alone in an hex or stacked with an infantry regiment, in which case it must always be on top of the stack and if the stack suffers a HIT it is eliminated (absorbing the HIT).

### 10.2. Fire

After all the activations of the Wing, the Light Infantry of the activated Wing may Fire, one unit at a time (Light Infantry of a TITUBANT wing can't fire). The target must be in one of the unit's two front hexes. Roll 2d6 and



with a result of 9 or more the target suffers a HIT. In this case the affected unit (if not eliminated completely) cannot Escape and must stay in place. There are no positive modifiers that apply to Fire, the only negative modifier it is FARMHOUSE hexes which cause a -1 to dice rolls.

## 11. NIGHT TURN

In the NIGHT Turn the basic rules undergo some changes:

- The movement of all units is reduced by 1 PM.
- Artillery can only fire upon adjacent hexes.
- During the NIGHT Turn a unit not adjacent to at least one other friendly unit is considered Isolated. An Isolated unit that is defeated in an Assault takes 2 HITs instead of 1.
- Isolation is checked at the beginning of each single Assault. In this way, due to Escapes or Retreats, a unit that was not isolated could become so, and vice versa.

*Example:*



*It's a Phase of the NIGHT Turn, the Spanish units assault an isolated Austrian unit that doesn't have adjacent friendly units. In case of a Spanish victory the Austrian unit would suffer 2 HITs (instead of 1).*

## 12. END OF GAME AND VICTORY

Tra Asburgo e Borboni includes two victory conditions.

### 12.1. Victory by elimination of an opposing Wing

At any time if an Army loses all the units of a Wing, that Army has immediately lost.

### 12.2. Score Victory

During a Phase when you assign a HIT, record it in the table on the map using



the HIT counter. At the end of each Phase check who eliminated the most enemy steps during the Phase.

#### PERDITE - HIT

0	1	2		4	5
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The player who scored the most HIT scores 1 Victory Point (VP), in case of a draw no points are assigned. After marking the VP on the Table, reset losses; each Phase always starts from zero.



If during the game a player reaches 4VP they have immediately won, otherwise at the end of the two Turns, whoever has the most VP wins.

In case of VP tie at the end of the game, count the Regiments completely eliminated: the player who has lost the smallest number is the winner of the battle, otherwise the game ends in a draw.

*IMPORTANT: Eliminated Light Infantry, Artillery and Marshals never count for the awarding of VPs or the final victory.*

## 13. CREDITS

**Designer:** Alessandro Zucchini

**Developer:** ALGA Games

**English rules:** John Morrison

**Graphics:** Giulia Tinti

**Map Graphics:** Andrea Bortolotti

**Playtest:** Fabio Ciocchi, Piernennaro

Federico, Lorenzo Mucchi, Guido Rebecchi, Alessandro Villa

# Game Table

THE WINGS		
<b>IMPETUOUS</b>	Highest OP value	<ul style="list-style-type: none"> <li>➔ +1 movement point</li> <li>➔ +1 to dice roll in Assault</li> <li>➔ Units can exit an enemy ZoC and enter another enemy ZoC</li> </ul>
<b>AGGRESSIVE</b>	OP wins the comparison	➔ No limitations, nor advantages
<b>CAUTIOUS</b>	OP loses the comparison	<ul style="list-style-type: none"> <li>➔ Activate a maximum of 4 units</li> <li>➔ DO NOT benefit from possible bonus for Flank Assault</li> </ul>
<b>TITUBANT</b>	Lowest OP value	<ul style="list-style-type: none"> <li>➔ Activate a maximum of 4 units;</li> <li>➔ Units cannot enter an enemy ZoC,</li> <li>➔ No Assault or Fire</li> </ul>

ASSAULT
<p>ASSAULTS are always voluntary</p> <p>Assaults are resolved sequentially from the opposing unit furthest to the right to the one furthest to the left, or vice versa as desired by the active player</p>
<p><b>THE ASSAULT WINS ON A ROLL OF 9 OR MORE (2D6)</b></p> <p>The value drops by -1 with each roll</p>
<p><b>Modifiers:</b></p> <ul style="list-style-type: none"> <li>➔ IMPETUOUS Wing: +1</li> <li>➔ Star Bonus Difference (one unit only) = <math>\pm 1 / \pm 1</math></li> <li>➔ More steps/ Less steps: +1/-1</li> <li>➔ Units in a FARMHOUSE hex: -1</li> <li>➔ Assault against the Flank (No Cautious wing): +1/-1</li> <li>➔ Cavalry frontal assault versus Infantry (not Light): -1</li> </ul>
<p>The Marshal can re-roll the dice</p>



FIRE
<b>HIT 9+ (2d6)</b>
<p><b>Artillery:</b></p> <ul style="list-style-type: none"> <li>➔ the values on the counter are the bonuses based on distance: 1-2-3-4 hexes</li> <li>➔ Units in a FARMHOUSE hex: -1</li> </ul>
<p><b>Light Infantry:</b></p> <ul style="list-style-type: none"> <li>➔ adjacent</li> <li>➔ Units in a FARMHOUSE hex: -1</li> </ul>

MOVEMENT
<p><b>INFANTRY AND LIGHT INFANTRY 3 MP</b></p> <p><b>CAVALRY AND MARSHALS 4 MP</b></p> <p><b>ARTILLERY 1 MP</b></p>
<ul style="list-style-type: none"> <li>➔ Moving into any hex costs 1MP</li> <li>➔ Change front does NOT cost anything</li> <li>➔ Entering the opponent's ZoC ends the movement, but is permitted orient yourself as you like</li> </ul>



RETREAT
<ul style="list-style-type: none"> <li>➔ 1-2 hexes</li> <li>➔ You can pass (but not stop) over friendly units</li> <li>➔ If you move to enemy FRONT = 1 HIT</li> </ul>

ESCAPE
(Defeat in Assault)
<ul style="list-style-type: none"> <li>➔ 3 hexes</li> <li>➔ You can pass (but not stop) over friendly units</li> <li>➔ If you move to enemy FRONT = 1 HIT</li> <li>➔ If there is no space to ESCAPE, you are eliminated</li> </ul>

NIGHT
(2nd Turn)
<ul style="list-style-type: none"> <li>➔ Movements -1 MP</li> <li>➔ Defeated isolated unit suffers 2 HIT</li> <li>➔ Artillery: fire only adjacent</li> </ul>