

# CASTELNUOVO 1539



## GAME RULES



2



60'-90'



+14

**DRACO**  
I D E A S



**GAME DESIGN:** Francisco Ronco.

**ARTWORK:** Yolanda Alcaine & José Germán (*cover art*).

**GRAPHIC DESIGN:** Matías Cazorla Genre.

**RULEBOOK:** Alejandro Ronco & Daniel Peña.

**TRANSLATOR:** Buster Lehn

**TESTING, REVIEW, AND FINAL DEVELOPMENT:**

Javier Romero Bullejos, Carlos Gete, Daniel Peña, Francisco Javier García Cobo, Raúl de la Peña, Agustín Fleta, Sergio Rodríguez, Ricardo Hernández López, Luis Álvaro Hernández & David Gómez Relloso.

**HISTORICAL CONSULTING:**

Paco Ronco & David Soria Molina (*cover*).

# CASTELNUOVO 1539





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# CASTELNUOVO 1539





# I. INTRODUCTION



On August 7, 1539, the last resistance of the Spanish garrison of the Albanian village of Castelnuovo (*Novi for the Turks*) ended. After 22 days of open trench warfare and more than a month of battles, skirmishes, assaults and bombardments, the last Spanish defenders fulfilled the destiny they had promised themselves when they rejected the offers of surrender made to them, according to the rules of war, by *Hayreddin Barbarossa*, admiral of the Ottoman fleet and general in charge of the operation.

The city and its fortifications, rather meager and obsolete, had been taken by the forces of the Holy League in October 1538, to avoid ending the campaign with the sour taste of the naval defeat at *Preveza*. 14 companies of Spanish infantry under the command of *Francisco Sarmiento de Mendoza y Manuel*, about 3,500 men, were garrisoned there for the winter.

The following summer brought a flood of 54,000 Turks and a 200-sail fleet to the ramparts. After Venice's defection from the League, there was no option of naval relief and the Spanish command authorized capitulation, but Sarmiento and his men decided to respond to Barbarossa's offer with the phrase "*Let them come whenever they want*", which sealed their fate.

In this game, two sides face each other in a desperate battle: the city and its fortifications will eventually fall to Turkish power, but the question is, at what cost?

The Ottoman side must either take control of the key points of the fortress or eliminate all Spanish forces. The Spanish player will have to make sure that they pay a very high price for their victory... There is no other way out.





## 2. GAME COMPONENTS



A



B



36x



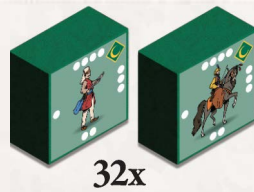
36x



2x



16x



32x

G



H



13x



8x

J



6x

L



2x

K



3x



10x

M

A 1 Game board (74 x 54 cm).

B 16 Six-sided dice: 8 Red and 8 Green.

C 72 Command cards, 36 per side.

D 1 Sticker sheet for the wooden blocks: 2 pairs of matching stickers for the square Ottoman Casualties and Civilian blocks, 1 sticker for each of the remaining square blocks, and 2 twin stickers for each circular block.

E 1 Rulebook with historical commentary (A4).

F 2 Player Aid sheets (A4).

G 50 Wooden square blocks.

Unit blocks represent Spanish or Ottoman companies:

◆ 16 in red for Spanish units

(Including the Italians and Venetians).

◆ 32 in green for Turkish units.

◆ 1 green block with a sticker on both sides, to be used with the Civilians card.

◆ 1 green block, with crescent moon stickers on both sides, to be used in the Casualty Track, printed on the board.

H 6 Round wooden blocks: where you will stick the double stickers of the Fleets and Leaders of both armies: 1 red and 5 green.

I 13 Red wooden markers, which represent the Walls, i.e. the fortification level of each section of the Fortress.

J 8 Red angular wooden markers. Each of them represents 1 of the 2 points of Resistance that each Bastion has.

K 5 Wooden cannons, 2 red and 3 green, representing the Batteries of both sides.

L 6 Red wooden cubes representing the *Chevaux-de-Frise*.

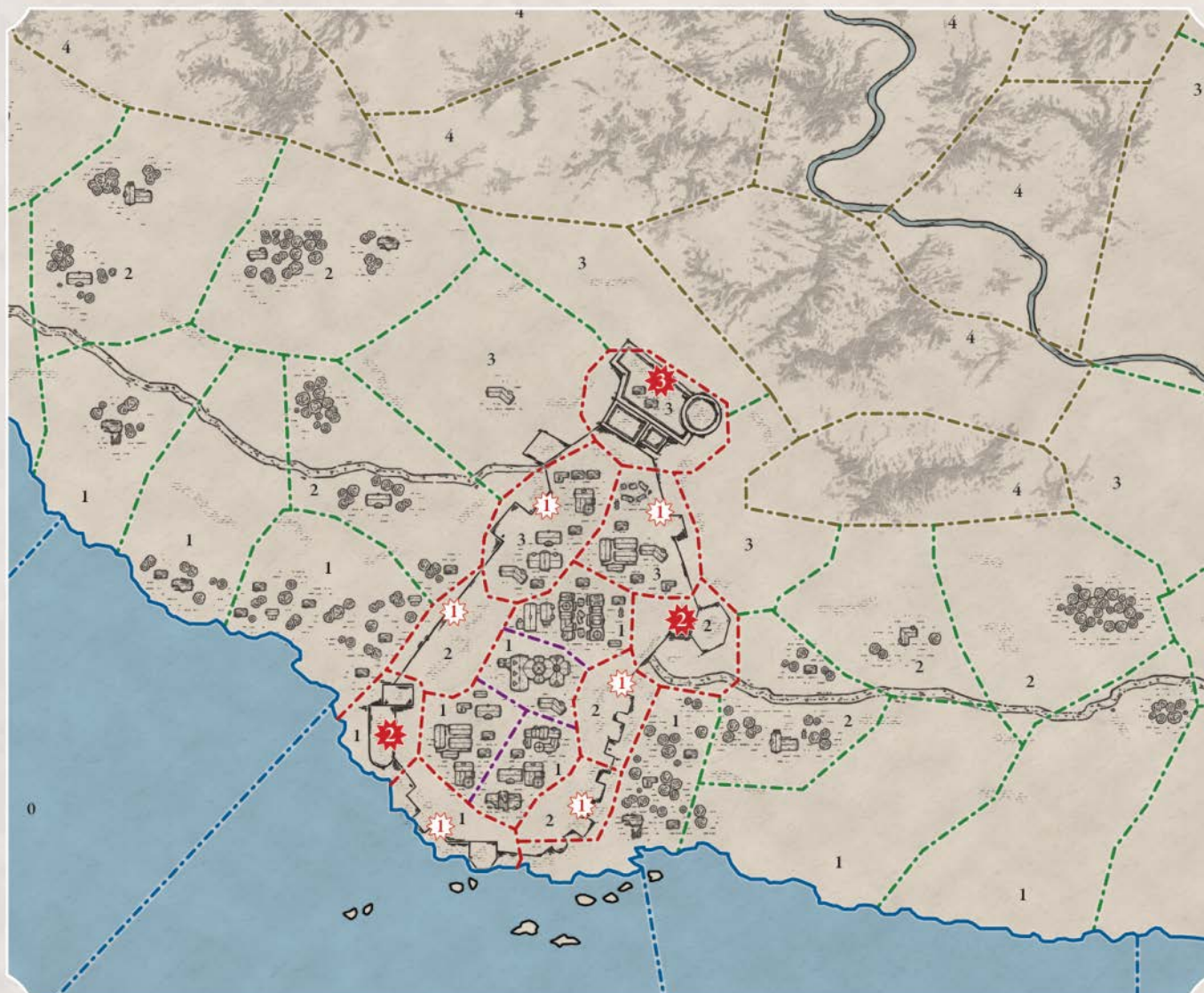
M 10 Green wooden markers representing the Ottoman Trenches.



## 2.1. GAME BOARD

The board represents the fortified city of Castelnuovo and its surroundings. It is divided into zones to regulate the movement and positioning of the blocks. There are four types of zones:

- The city zones, outlined **in red**, with Wall positions around them.
- The four inner zones of the city, **in purple**. When the game mentions **the Fortress**, it's referring to these 4 zones of the city and the walls surrounding them.
- The clear terrain, **in green**.
- The rough terrain, **in brown**.



Each zone of the map has a height level value printed on it, indicating the height at which it is located: 0 is the lowest, the sea level; and 4 is the highest, mountain level. This affects the shooting of firearms. In addition, other terrain features are printed on the board: the coastline, which separates the sea zones from the **land zones**, and the **city's fortifications**, which are printed with the number of artillery hits they can withstand.



In addition, the **three zones** with Resistances of 2 and 3, marked with a red star, are the zones that the Ottoman army must occupy at the end of any round to win.

### HISTORICAL AND DESIGN NOTE:

*Ammunition, or pelotería as the Spanish called it, was as important in sieges as it was in the open field when it came time to attack or defend a breach. The arquebusiers did a very important job of suppressing the enemy on both flanks of the breach so that the assault troops, often dressed as "strong arms" with bucklers, shields, and bulletproof breastplates, could reach the breach, where pikes, half-pikes, swords, and daggers did the rest of the work.*

*In defense, shooting from the breach itself and the structures on the flanks was the first line of defense against an assault, the constructions preparing the breach were defended with pikes, bucklers, and swords, and both sides used anything that could harm the enemy, from mines dug into the ground of the breach to explode when it was full of enemies, to improvised explosive devices and hand bombs.*

*The attacking group had to be willing to suffer many casualties in order to reach the breach and conquer it, thus asserting their numerical strength over the defenders, who were not only desperate, but clearly outnumbered.*

*In fact, they did not often go to the extreme of attacking the breaches. Rather, they would honorably surrender. When the attack came, there was no room for respite, and a city taken by assault was subject to pillage for three days, as the rules of war dictated.*

### RESISTANCE POINTS:

The zones containing the Walls and Towers of Castelnuovo have **Resistance** values of 1, 2, and 3. In addition, the Spanish will have 4 Bastions with a Resistance of 2.

This Resistance decreases with every hit by an artillery barrage. To mark the current Resistance level, place that number of wooden markers on the zone. If a zone has 3 Resistance points and takes a hit, remove one wooden marker, leaving only 2, indicating that the Resistance points have dropped.

- ◆ When they reach 0, the enemy can enter the zone and engage the defending units in melee combat. When a Bastion reaches 0 Resistance, you should turn the last piece to the side as a reminder, as there are cards that allow you to rebuild it.
- ◆ In a Fortress zone or Bastion, as long as there are Walls there:
  - In the Fortress, you can attack the position from inside the city or from adjacent Wall zones.
  - You cannot attack this zone from the outside unless there are no blocks defending it, so all your movement will be spent climbing the walls and entering the Bastion or Fortress.

## 2.2. COMMAND CARDS

*The core of the game lies in the use of these cards, as the game is focused on combat, and other elements, such as logistics or command, are incorporated and abstracted into the system.*

*A passive defense is rarely successful, and both the Spanish and the Ottoman players must be vigilant to take advantage of any openings the enemy leaves to inflict damage. This damage will come directly from combat and bombardments, and the Spanish player in particular will have to be swift to prevent the Ottomans from consolidating any position they might take inside the main fortress. This is why there are so many 'Counterattack' cards in the decks, which you will see are very useful and necessary.*

Both players have their own deck of **Command cards**, from which they draw cards into their hands throughout the game. As you play and discard them, a face-up discard pile is created for each side.

Units can only move and combat when you play Command cards to activate them. There are **5 types of cards** in different colors, to distinguish them:



Action



Order



Combat



Reaction



Immediate  
Effect Event



Some Command cards belong to two categories and you can play them as one or the other, but not both.

See the Command Cards section (*chapter 8, pg. 24*) for a detailed description of these cards and how to use them.



## 2.3. DICE

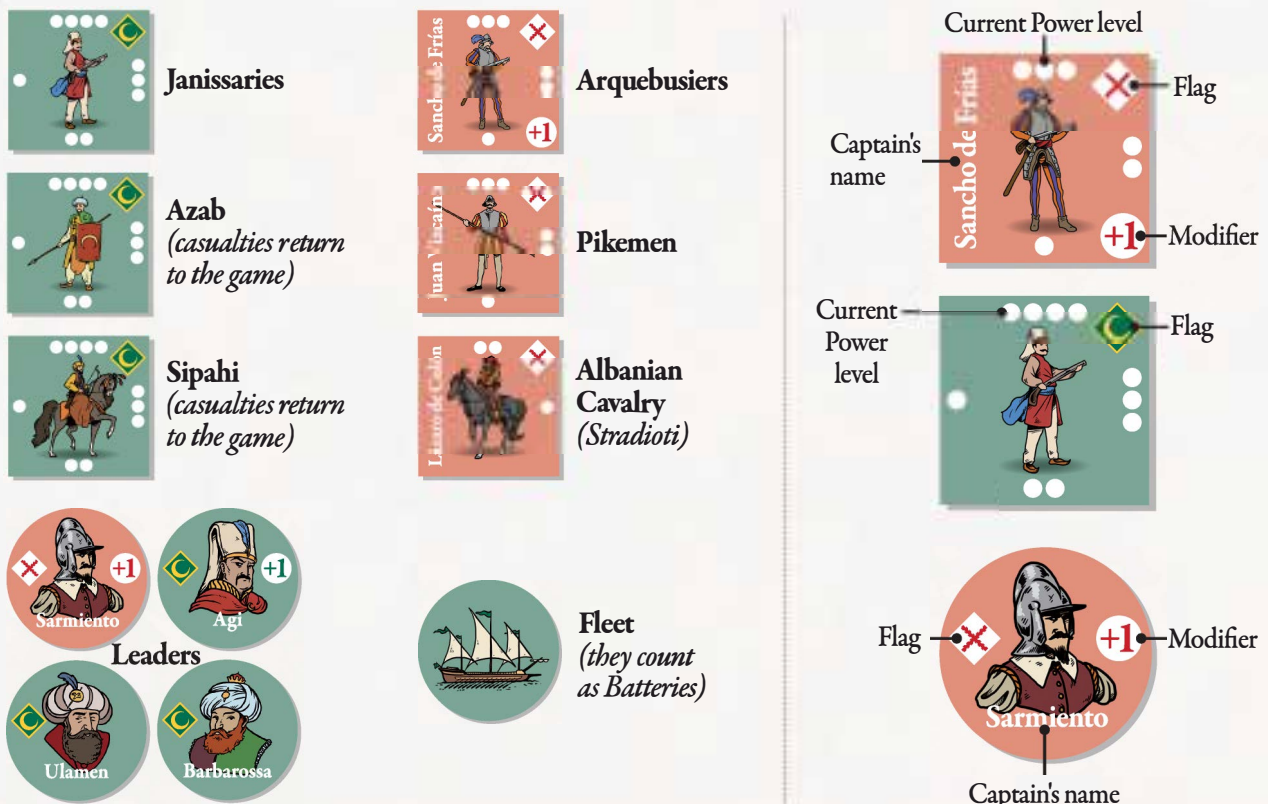


Use the six-sided dice to resolve combats and some other effects. After applying any modifiers to the dice, results of 5 and 6 are considered **successful hits**.

## 2.4. UNITS

The wooden blocks represent the different units in the game.

- Stick the stickers on one side of the square blocks or, in the case of the round blocks representing the Fleets and Leaders, stick the matching stickers on both sides. The Turkish units and Leaders go on the green blocks, the Spanish (*and their Italian and Venetian allies*) on the red ones. These pieces represent the infantry, cavalry, and naval units of each side.



- ◆ Each infantry and cavalry sticker has a central icon with groups of dots printed on its sides (*from 1 to 4*). Some markers have only 2 or 3 dotted sides, since not all units have the same combat Power. According to how they are placed, the number of dots at the top of the block represents the current Power of the unit. Naval units do not have dots, as they are used in a different way to infantry and cavalry units.
- ◆ The Spanish units include the name of the captain of the company they represent, just to set the scene, it has no effect in the game.
- ◆ All blocks start the game at full Power. Each time a block receives one or more hits, rotate it counterclockwise so that the top of the block shows the Power it has left. When a Spanish block loses its last Power point, remove it from the game permanently. The same happens with the Turkish Janissary blocks. Eliminated Ottoman Azab and Sipahi cavalry blocks return to the game at the end of each round, during the Reinforcement Phase, in **land zones** containing any of their leaders, or adjacent to them if the zone contains no enemies.
- ◆ Place your blocks vertically on the map, with the sticker facing you, so that your opponent cannot see the identity and power of any of your units.
- ◆ After playing a card, the maximum number of blocks you can group in a single land zone on the map is 3, but Leaders are not taken into account. As long as this limit is met at the end of the action, you may cross through allied units. There is no limit to the number of blocks that can occupy a sea zone.
- ◆ Arquebusier blocks have a +1 printed on them as a reminder that they have a +1 bonus to their combat roll.

*The Janissaries (Slaves of the Sultan) were the elite corps of the Ottoman army, those who used firearms and whose loyalty was solely to the Sultan, for they were originally Christian children, kidnapped from Christian lands or given by their families in the ancient tradition of the Devshirme, who converted to Islam and consecrated themselves to the service of the Sultan. They formed the core of every Ottoman army and navy. The rest of the infantry was made up of various corps, with less equipment and training, ranging from volunteers seeking fortune, or sacrifice in the jihad against the infidels, to levy troops under the command of a provincial governor. The most numerous were the Azab, professional volunteers who were paid during the campaign.*



**NOTE:** In this rulebook, 'Turks', 'Turkish' and 'Ottomans' are used interchangeably to refer to all units, while the names Azab and Janissaries refer to specific types of units on the Ottoman side.

## 2.5. WOODEN MARKERS

They represent Artillery Batteries, Siege Trenches, Bastions, *Chevaux-de-Frise*, and Walls.

Some are initially placed on the board, while others are added by playing cards.

There can only be 1 Trench and Battery marker per zone at any given time, any number of *Chevaux-de-Frise* (cubes), 1 marker per Bastion level (*max.* 2), and from 1 to 3 depending on the level of the Walls in Castelnuovo.



### 2.5.1. FLEETS

*The capture and defense of Castelnuovo was an operation that could not be carried out without the support of the fleet, whose main component was the ancient rowing galley. In the Mediterranean, the use of sails and oars had long been combined to make navigation an efficient and safe method of transportation and combat. Squadrons of galleys were accompanied by oarless ships, which, with their greater cargo capacity, served as floating supply depots and aided in the transport of heavy equipment.*

*In the game, the fleets are shown in close support of land operations: the galleys, with their shallow draft, were able to get very close to the shore and make use of the large-caliber cannons on their prows. The usual tactic was for several galleys to approach the target in parallel, unload the cannons, and turn to allow another wave to approach and do the same.*

*It was very common to disembark those same cannons to form the batteries to besiege a fortress.*

*Since this is an eminently land-based game, naval operations are reduced to the minimum necessary to show this tactic, which was very common at the time.*



In the introductory scenario (*described at the end of this booklet*), the Spanish and Venetian fleets are present, and in the main scenario, two round blocks represent the Turkish fleet.

The function of these units is to represent the use of galleys as artillery platforms to support the land forces, and to provide the opportunity to perform some landing operations with the ground troops.

This is why these blocks are placed horizontally, unlike the other blocks. This way their presence is not hidden from the opponent.

Fleet blocks cannot leave the sea zones and count as **Artillery Batteries** for all purposes when playing *Bombardment* and *Friendly Fire* cards.

Once placed, they do not move during the game.

### 2.5.2. LEADERS



They represent the most relevant **Leaders** involved in the battle. Some provide bonuses to the units they escort, but all are essential, as eliminating an Ottoman Leader increases their total Casualties by one, bringing the Spanish player closer to victory.

**Leaders** must always have blocks of their side present in their zone, and do not take up space in terms of the 3-block limit per zone. They cannot be alone, nor can there be more than 1 Leader in a zone, except in a Fleet or in combat against an enemy Leader.

Leaders **Agi** and **Sarmiento** grant benefits to the dice rolls of the units they escort.

- ◆ **Agi** to the die rolls of the Janissaries.
- ◆ **Sarmiento** to all Spanish units in his zone.

They do not have to accompany specific units, they can move with any unit in the zone they are in, or they can stay in the same zone with units other than the ones they originally went with.

But they must perform the full movement with the units they started moving with, you cannot drop or pick up Leaders during the movement. You can move units from where the Leader is without taking the Leader with them, but some units will need to stay behind so the Leader is not alone in the zone.

If all blocks accompanying the Leader are eliminated, the Leader is eliminated as well.

### 2.5.3. ARTILLERY BATTERIES

*By 1539, and after the informative decades of war between Spain and France, it was clear that fortifications -whether stone and permanent or earthen and temporary- had to be breached with sufficient artillery to allow for the assault of the besieging infantry. Without such breaches and the suppression of defending artillery, assaults became bloody failures. In an age of professional soldiers, every monarch sought the best return on their investment. That is why the medieval walls of Castelnuovo and the earthen fortifications built by the Spanish in the winter of 1538-1539 had to be bombarded before the Ottoman infantry could risk an attack. Hence the importance of artillery in this game.*



Both players have Artillery Batteries, which represent these important siege pieces. They allow you to play cards that fire from a distance. There cannot be more than one of these Batteries in a single zone of the map.

- ◆ The Spanish player's batteries are placed at the beginning of the game and cannot be moved.
- ◆ The Ottoman player can install a Battery while building Trenches with any cards that allow it. They can also move the Batteries between zones connected by Trenches using those same cards (*see pg. 25*).

#### 2.5.4. SIEGE TRENCHES



*Continuing with the previous note, by 1539 siege warfare had already taken on the form that it would take virtually until the 1st World War. The attacking troops would bury themselves in trenches to avoid the fire of the defenders, while building batteries to breach the walls and silence the defenders' cannons.*

*The trenches reached practically to the walls to be used in storming the open breaches and taking the position. To do this, they advanced by digging in a zigzag pattern so as not to be caught in the line of fire of the cannons, muskets, and arquebuses of the defenders.*

*The closer they could bring their own cannons, the better the chance of quickly opening a viable breach.*

Siege Trenches protect the Ottomans from Spanish fire and provide space to place their own Artillery. Additionally, in the event of a **battle draw** in an area defended by the Ottomans and containing Trenches, they would win the battle and force the Spaniards to retreat (*see pg. 23*).

#### 2.5.5. BASTIONS



*The French invasion of Italy in 1494 marked the end of the medieval castle with its high, thin walls and turrets. Extensive artillery fire made these walls crumble relatively quickly and easily, and engineers and princes set out to find a way to counter these artillery attacks.*

*This gave rise to the "Italian trace", fortifications with low and extremely thick walls, mainly made of compressed earth to absorb the impact of cannonballs, and equipped with wide platforms on which to install their artillery, which would duel with the attacker to defend the site; walls reinforced by bastions, with various external structures to the main perimeter, forming an increasingly deep defense that would exhaust the resources and time of the attackers. It was also common to upgrade obsolete fortifications with earthworks to reinforce the weak medieval walls and increase the effectiveness and range of the defenders' firepower.*

*Castelnuovo had weak and outdated walls, incapable of withstanding modern bombardment. Therefore, the Spanish sought to reinforce the defenses with external earthworks, as had been done in many previous sieges, such as that of Pavia in 1525, which exposed the attackers for much longer, increased the depth of the defenses, and consumed more time as it became necessary to overcome them before attacking the city itself.*

Used by the Spanish, they are placed at the beginning of the game and function similarly to the Walls and towers of Castelnuovo.

They cannot be moved once placed and remain on the board, even if their Resistance has dropped to 0, in which case you can place any marker as a reminder, in case you later rebuild them playing a card. The Ottoman can only destroy them with artillery Bombardment or, if they enter them, by spending Trench points of the cards.

Bastions do not provide defense to the Ottoman player, as they are not designed to provide protection from the city. In addition, a Bastion that has not been demolished prevents the construction of a Trench.



### 2.5.6. WALLS



Place them on the outer edge of the Fortress surrounding the city of Castelnuovo. Place as many Wall markers as the Resistance level indicated in each zone.

### 2.5.7. CHEVAUX-DE-FRISE



Deploy them as protection in combat by playing Spanish cards. There is no limit to the number of these that you can place in the same zone.

Each of them protects you from 1 hit from Turkish troops in combat. They are only eliminated if the Ottomans occupy the zone and there are no Spanish blocks there.

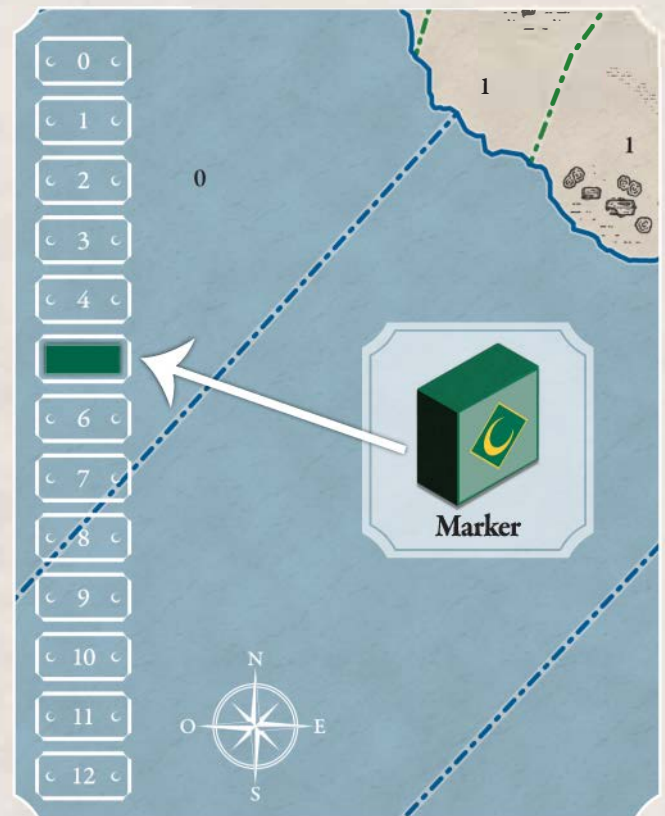
In the event of a draw, if the Spanish player is defending a zone containing *Chevaux-de-Frise*, they win the battle and force the Ottomans to retreat.

*Once the artillery had opened a viable breach -in the wall, at least 20 meters long- an assault could be expected at any moment. The forward posts kept their wicks lit all night -the arquebuses and muskets of the time had a fuse and had to be fired by bringing a lit wick close to the gunpowder deposited in the muzzle of the weapon in order to deflagrate the gunpowder introduced into the cannon-, trenches were dug along the inside of the breach, rubble was removed to force the attackers to jump from the breach into the street, and defensive devices were built to prevent the assailants from using the breach.*

*Chevaux-de-Frise were very common and were made from whatever wood and iron was available in the defended city.*

### 2.5.8. OTTOMAN CASUALTIES

The **Casualty Track**, printed on the board, is used to keep track of the number of blocks lost by the Ottoman player, as well as the Leaders and the number of Assault Rounds they have called.





### 3. GOAL OF THE GAME



*The Spanish, besieged at Castelnuovo, had no chance of winning without the outside support of the Christian fleet.*

*The Venetians had abandoned the Holy League earlier in the year, and the Spanish fleet was clearly inferior to the Turkish fleet and could not risk attempting to rescue the garrison. In fact, Andrea Doria, commander of Emperor Charles' fleet, authorized Sarmiento to "act as he thinks best," giving him the option of surrendering the city. However, Sarmiento, gathered in conclave with his captains, decided not to accept Barbarossa's terms and thus the answer he gave: "Let them come whenever they want".*

*The game has no time limit for the Turks to take the fortress and their forces are endless, but the Spanish "victory" reflects what the testimonies and chronicles tell: the conquest of the Spanish "Thermopylae" in Montenegro cost Barbarossa well in blood.*

*Sarmiento could not win in the long run, but he could make the Turks pay dearly for taking the city.*

The objective of the game varies depending on the side and the scenario being played. Castelnuovo 1539 includes two scenarios:

- ◆ **Introductory Scenario:** depicts the Holy League's conquest of Castelnuovo. The objective of the Spanish player in the first scenario is to occupy the three zones of the Castelnuovo Fortress marked with red stars. background. The Turkish player wins if the Christians fail to achieve their goals. This scenario is described at the end of this booklet, in the **Appendices**.
- ◆ **Main Scenario:** depicts the siege of the Spanish garrison by the Turkish forces. In this scenario, the goal of the Turkish player is to eliminate ALL Spanish blocks or to occupy the three zones  with **Resistance 2** and **3** in the Fortress, marked with a red star, at the end of the round. The Spanish player wins if the Ottoman **Casualty Track** reaches space 12.
  - The **Casualty Track** advances one space for each Ottoman block that loses all its Power and is removed from the board, for each eliminated Leader, and for each Assault Round declared by the Ottoman player.
- ◆ **There can be no ties in this game;** there is only one winner in each game.



### 4. GAME SETUP



Below you will learn how to set up the game for the Main Scenario, as well as the general rules.  
(See the end of this rulebook for how to play the **Introductory Scenario**).

- 1 Place the game board between both players. The Spanish player sits on the sea side (*South*), while the Turkish player sits on the land side (*North*).
- 2 Take the blocks of your color and place them at full Power with the stickers facing you. Place your unit blocks on the map as indicated by each scenario, keeping in mind the grouping limit of 3 blocks per zone, except in naval zones.
- 3 Take a **Player Aid sheet**.
- 4 Place the Ottoman Casualty marker in space 0 of the **Casualty Track** on the map.
- 5 Set aside the Turkish Siege Trenches and Battery markers, as well as the Spanish *Chevaux-de-Frise*.





- 6 Set aside the 'Civilians' and 'Storm' cards from the Ottoman deck. They are added to the Turkish deck when it is depleted. Take your army's deck and shuffle it.
- 7 Then, draw 4 cards.
- 8 Placing markers: the Spanish player places the 4 Bastions (*a total of 8 markers*) in zones other than the Castelnuovo Fortress. Place the Batteries in the Bastions or in Wall/Tower spaces (*red zones*). Also place your Units, and the Leader **Sarmiento**, in any zone on the map.
- 9 The Ottomans start the first round with 1 Fleet and 4 Azab Infantry blocks, which must be placed in any sea zone.

## STARTING THE GAME

Once the game is set up, each turn you will play cards from your hand in your respective Action Phase, **starting with the Ottoman player.**

As soon as you pass in your phase, both players replenish their hand of cards until they have 4 cards if it is a Siege Round or 7 cards if it is an Assault Round. After you have both played your **Action Phase**, there is a **Reinforcement Phase**.

Continue playing until the Ottoman side has suffered enough casualties for a Spanish victory (12), or until the Ottoman player either controls the required zones at the end of the Spanish player's **Action Phase**, or eliminates all Spanish units, resulting in a Turkish victory.



**DO YOU NEED HELP?**  
Scan the code to watch the video.

You don't need to keep track of the number of turns played, as this is not relevant and there is no limit.



## 5. GAME SEQUENCE



Each round has 3 phases:

- ◆ **Ottoman Action Phase.**
- ◆ **Spanish Action Phase.**
- ◆ **Reinforcement Phase.**

There are **two types of rounds**, at the Ottoman player's choice at the end of the Spanish Action Phase.

**Siege Rounds** represent 3 or 4 days of real time, and both players refill their hands with **4 cards** at the end of each player's Action Phase. The **first round** of the game is always a Siege Round.

**Assault Rounds** represent only 1 day of combat, and you will have a **7-card** hand in each Action Phase. Each time the Ottoman player declares an Assault Round, **the marker on the Ottoman Casualty Track advances one space.**

### 5.1. ACTION PHASE

*In Castelnovo 1539, you also draw cards during your opponent's Action Phase. When you finish your Action phase, you draw new cards, so try to use as many cards as you can in each Action phase, unless you want to save a specific card.*

During your **Action phase**, you can do one of these two actions:

#### 1- PLAY CARDS

Until you run out of cards in hand, or until you decide to pass.

You may play **Orders** or **Action** cards during your phase, in addition to any **Combat** cards you wish to play while resolving combat.

When not in your Action Phase, you may play **Reaction** cards from your hand and support your troops with your own **Combat** cards.

Each Reaction card has a condition that enables its use, as described below.

#### 2- REST

You do not play any cards and may discard any cards you wish. If the Ottoman player is resting, they also place all of their Azab and Sipahi blocks back on the board at full Power (*4 points*). This can only be done during a Siege Round.

#### ROUND TYPE SELECTION

At the end of the Spanish Action Phase, before drawing any cards, the Turkish player chooses which type of round to play next: Siege or Assault. If you play a Siege Round after an Assault Round, and you have more than 4 cards in your hand, do not draw any new cards from your deck, and discard any excess cards you want until you have 4 cards.

#### DRAW CARDS

At the end of any Action Phase (*because the active player runs out of cards or passes*), **BOTH** players replenish their hands by drawing new cards from their respective decks, up to the limit allowed by the type of round played:

- ◆ **4 for a Siege Round.**
- ◆ **7 for an Assault Round.**

If your deck runs out of cards, form a new deck with your discard pile and shuffle it.

#### EXAMPLE OF COMMAND CARD PLAY:

*The Ottoman player, in their Action Phase, first plays a 'Bombardment' card against a zone with a single Spanish block. They roll 4 dice, as indicated on the card, and get the following results: 1,3,5,6. From two zones away, they hit with results of 5 and 6, so they land 2 hits in that zone and lower its Resistance to 0. Now the Infantry blocks can storm the breach. To do this, the Ottoman player plays another Command card, this time an ACTION card, and activates the two blocks in the Trenches next to the Artillery Battery. These have 2 Movement points and can use them to move to the clear zone in front of the walls and enter the collapsed zone, triggering a combat that must be resolved immediately.*



## 5.2. REINFORCEMENT PHASE

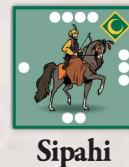
The Turkish Army and Navy enter the battle gradually, so the Ottomans receive reinforcements on turns 2 and 3. In addition, each turn, they recover any blocks that were eliminated (except for Janissary blocks).

◆ **End of turn 1:** the forces led by **Barbarossa** arrive in **ONE** sea zone of the Ottoman player's choice, other than the one occupied by the previous fleet:

- *Leaders Barbarossa and Agi.*
- *10 Janissaries.*
- *6 Azab.*
- *1 Fleet.*



◆ **End of Turn 2:** Ulema arrives with the rest of the Infantry and Cavalry blocks. He enters from the north side of the map, so place the blocks in the zones along that edge of the map, always respecting the limit of 3 of your unit blocks per zone. Place the Leader with any of the deployed groups.



◆ Return all Turkish Azab and Sipahi (*Cavalry*) blocks that were eliminated in the previous round to the board at full Power (*but they still count on the Casualty Track*), in a zone with no enemies where there is a Turkish Leader (*not in the Fleet*) or adjacent to him.

The Janissaries cannot recover, once eliminated they are permanently out of the game.



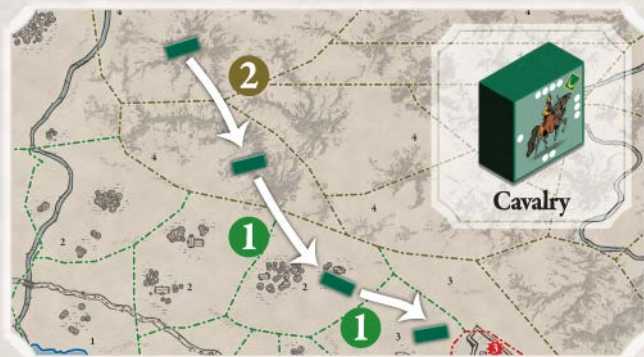


## 6. MOVEMENT



Units and Leaders move using Action cards, which allow you to move a group of 1 to 3 units that are in the same zone. Your activated infantry units have 2 movement points, and your infantry has 4 points.

Moving into a **clear terrain zone** costs 1 movement point, and moving into a **rough terrain zone** (marked brown) costs 2. Ottoman cavalry blocks only have 2 movement points if they enter a Bastion or Fortress zone at any time during their activation, i.e. they dismount to do so.



You can move your units freely, in groups or individually.

You can move in different ways, so you can start a battle by entering zones occupied by the other player with your units, and you can simply move others without passing through zones occupied by your opponent. You can move through your own units, but at the end of the action you must stick to the limit of 3 friendly units per land zone.

If you enter an area containing enemy units, stop moving and you must immediately start a battle.

If you activate multiple units, you may move them separately even when starting in the same zone, but sequentially. If the first group of units starts a combat, you must resolve it before you activate the next group of units to move or even start another battle, and so on until you have moved all blocks that you want to activate.

**Walls and Bastions** prevent access from the outside, because of this:

- ◆ As long as there are defending units in the zone and there are Resistance points left, the attacking blocks cannot assault it, since you cannot enter a Wall or Bastion zone that is still standing and contains a defending block.

You must first bombard the zone with artillery until its Resistance is reduced to 0 in order to attack it with your units.

A Wall zone can be attacked from an adjacent Wall zone or from inside the Fortress.

- ◆ If there are no defenders occupying the zone, you can move units into it, but only if they are adjacent to it when you activate them and spend their movement to enter the zone (i.e. moving to climb the Wall or Bastion uses all of their movement points).
- ◆ Spanish units may move in and out of Wall zones and Bastions without any movement penalty.
- ◆ Ottoman units, if inside the Fortress, may also move out normally, either while retreating or with a regular movement.

The Ottoman player may also play their Action cards to build **Siege Trenches** instead of moving/attacking, but only during Siege Rounds.

### LANDINGS:

Some of the ground troops start the game or arrive as reinforcements by sea, so they are initially placed in a sea zone, not a land zone. From these sea zones, you can only move the troops to an adjacent land zone that is **free of enemy blocks**, in groups of no more than 3 blocks, using your Action cards (*'Attack'* or *'Counterattack'*), or *'March'*, spending their full movement to land there.

Units cannot land in zones occupied by enemy blocks. Once on land, Infantry blocks cannot return to a sea zone, nor can they retreat to it.







## 7. COMBAT



*War tactics have long resembled the game of "rock, paper, scissors," and in 1539 the arquebus, the pike, and the cavalry were at the center of the battle tactics of the time. In the open field, the advantage lay with the horsemen, who moved to surprise, to strike, and to create panic.*

*Therefore, the Flemish and Swiss innovation of using dense armed infantry formations covered with pikes was a more than logical response to the dominance of medieval heavy cavalry. Ferdinand the Catholic brought a company of Swiss troops to train his own lancers during the Granada War. The Spaniards added to this pike hedgehog the profuse use of portable firearms (first espingardas and then arquebuses replaced the crossbows), which were used en masse and could single-handedly defeat enemy troops. At the time, the Spanish arquebusiers already had a fearsome reputation they had earned in the Italian Wars, and for which the Emperor held them in high esteem.*

*In the face of the enemy cavalry, the pikes protected the arquebusiers so that they could kill the horses and riders, as had already happened at Cerignola, Bicocca and Pavia. In the end, the cavalry kept a certain distance from the Spanish arquebusiers and pikemen.*

*Faced with the enemy infantry, the arquebusiers left the pike hedgehog in groups (of up to 300 men) to fire successive volleys at the enemy, or to target those who seemed to have command and influence -the enemy's clothing helped. When the enemy formation looked battered and demoralized, the pikemen would raise their weapons and advance at a good pace to finally dislodge the enemy from their positions.*

*The Turks never used pikes, protected by the usual superiority of their cavalry and the arquebusier volleys of their disciplined janissaries. On the few occasions when they faced each other (mainly at sea and during sieges), the superiority of the Spanish gunnery was manifest, the janissaries had less guns than the Spanish tercios, which, according to the regulations, was 30-40% of the men, but in practice reached 75% of the available men.*

*This created a tactical situation similar to the game of "rock, paper, scissors" so common on the battlefield, where one unit cancels out the advantage of another.*

A combat is resolved as soon as one or more activated units enter a zone occupied by enemy units, and all units present engage in the combat. It can be triggered by playing an Action card in your own phase, or a 'Counterattack' card in the opponent's Action phase.

### 7.1. COMBAT SEQUENCE

The attack is resolved in the following order:

- 1 If you want to, as the attacker you may play face-down Combat cards without revealing them. You may play more than one of these cards. If the Spanish player starts combat by playing the 'Camisado' (*Encamisada in Spanish*) Action card, they may not play any Combat cards, as indicated below.
- 2 The defender then decides if and how many Combat cards to play, which are also played face down.
- 3 In both cases, you may play multiple identical cards, accumulating their effects.
- 4 Reveal the units and Combat cards of both sides.
- 5 **Simultaneously** resolve the Combat cards and the resulting dice rolls, and apply the hits.
- 6 **Combat between units** is resolved as described below.

### 7.2. COMBAT BETWEEN UNITS

It is **not simultaneous**, but follows an order in which hits are rolled and applied according to the units and defenses present.

If a unit has priority, it rolls first, and the opponent takes hits first before rolling its own attacks.

### 7.3. COMBAT RESOLUTION PRIORITY

To better understand these priorities, two aspects of the units in the battle must be taken into account:

- ◆ **CAVALRY:** the mobility advantage they bring to the fight disappears due to the presence of Walls and Bastions, so in these cases cavalry units fight as Azab, i.e. Infantry.

- ◆ **PIKEMEN:** their pikes only provide an advantage against Cavalry, keeping them at a distance and forcing them to attack last, but if there is no Cavalry present, Pikemen are considered Infantry.

The attack rolls and damage application are performed in the following order, and you must complete each step before moving on to the next:

- 1 Pikemen go first if enemy Cavalry is present and they are fighting in clear or rough terrain.
- 2 Cavalry, if no opposing Pikemen are present and the battle is not in a Bastion or in any zone of the Fortress.
- 3 Arquebusiers.
- 4 Infantry, all simultaneously:
  - ◆ Janissaries.
  - ◆ Azab.
  - ◆ Cavalry, if the combat takes place at the Fortress or a Bastion.
  - ◆ Pikemen, if there is no opposing Cavalry.
- 5 Cavalry, only if there are opposing Pikemen.

***NOTE:** Some unit types appear multiple times in this list, even though they only attack once, in the order in which the condition is met.*

*To make the attack, each block rolls as many dice as its current Power points.*

Apply any Unit, Leader and Combat card bonuses to the dice roll, all of which are cumulative.

You land a hit for every 5 or 6 result you get, after applying the appropriate modifiers.

#### REMEMBER:



*Turkish Leader **Agi** adds +1 to the combat dice rolls of all Janissary blocks in his zone.*



*Spanish Leader **Fco. Sarmiento** -the Maestre of the Tercio- adds +1 to the combat dice rolls of all blocks grouped with him in all circumstances: in combat, camisado attacks, or returning arquebus fire.*

## 7.4. CASUALTIES AND COMBAT RESULTS

The total number of hits inflicted is affected by the presence of Trenches and *Chevaux-de-Frise*:

- ◆ If the zone contains a Siege Trench, the Ottoman player ignores the Spanish player's first 2 hits.
- ◆ The Spanish player ignores 1 hit per *Chevaux-de-Frise* in the zone.

Neither the *Chevaux-de-Frise* nor the Trenches take damage from these hits.

Each hit is converted into one point of Power lost by a unit. The owner of the units decides which of the units in the battle will suffer the damage.

The only times damage must be applied to Cavalry first are:

- ◆ Spanish Pikemen hits are always applied to Ottoman Cavalry units if they are not fighting in a Bastion or the Fortress (*because they have dismounted*).
- ◆ If there are Cavalry units on both sides, the hits caused by the opposing Cavalry are applied first, if they are not fighting in a Bastion or the Fortress.
- ◆ In either case, any excess will be applied to the remaining units at the owner's choice.

Note that in a Spanish *Camisado*, the Turks must take ALL the casualties (*at the Spanish player's choice*) suffered BEFORE making their own attack roll.

The side that receives the most hits (*after subtracting the effects of Trenches and Chevaux-de-Frise, if any*) is declared the losing side.

In the case of a tie, the defender wins the combat if they have their own Trenches or *Chevaux-de-Frise* in the zone, otherwise the attacker wins.

Each Ottoman unit or Leader eliminated in combat increases the **Casualty Track** by 1, although units other than Janissaries or Leaders may re-enter the map at a later time.





### EXAMPLE OF COMMAND CARD PLAY

The Ottoman player, in their Action Phase, first plays a 'Bombardment' card (1) against the zone containing a single Spanish block. They roll 4 dice, as indicated on the card, and get the following results: 1,3,5,6. From two zones away, they hit with results of 5 and 6, so they land 2 hits in that zone and reduce its Resistance to 0, allowing the Infantry blocks to start attacking the breach. To do this, the Ottoman player plays an 'Attack' card (2), and activates the two blocks in the Trenches next to the Artillery Battery. These have 2 Movement points and can spend them to move to the clear area in front of the walls and enter the collapsed zone, triggering a combat that must be resolved immediately.



### EXAMPLE: REACTION

Continuing with the previous example, once the two Ottoman blocks have moved one zone, the Spanish player temporarily halts the Ottoman movement to react: first, they play an 'Arquebusiers' Reaction card (3), which allows them to reveal any Arquebusier block adjacent to the zone into which the blocks that triggered the reaction have just moved, and immediately fire at those blocks. The Spanish player reveals two Arquebusier blocks in the adjacent zone and rolls 6d6 (each block has 3 Power), hitting with results of 4, 5, and 6, thanks to the +1 bonus marked on the blocks. As both are at the same height level, no further modifiers are applied. They roll 1,2,4,5,5,6 and deal four damage points to the Ottoman blocks. The Ottoman player distributes them as they see fit, lowering the Power of each block by 2. The Spanish reaction does not stop there, and they also play a 'Friendly Fire' card (4), since the zone the blocks moved into is between an Ottoman Artillery Battery and the Spanish blocks.

They roll 2d6 against each block, inflicting 1 additional hit for each result of 4, 5, and 6 (because they are adjacent). They roll 1 and 3 against one block and 2 and 5 against the other, subtracting one point from the latter. The Ottoman player now resumes their movement with the remaining movement point. Knowing that the block in the breach is probably not an Arquebusier, since it did not fire earlier, they decide to take a chance and attack the ruins of the Castello del Mare, initiating a combat that must be resolved immediately. The Spanish Arquebusier blocks remain face-up for the rest of the current Action Phase, as they can fire again at any Ottoman block that moves or retreats adjacent to them without having to use another Reaction card.



## EXAMPLE: COMBAT.



Following the previous example, the brave Azab attack the Castello del Mare, and first the attacker plays a Combat Support card face down (1). Then the Spanish player does the same (2). Both reveal their blocks and played cards (3) and apply the effect of both Combat Support cards simultaneously (4). The Turkish player rolls 3d6 and hits with 5 and 6, getting 1, 2, and 5, so the Spanish Pikemen lose 1 Power and now have 2. The Spanish player rolls 4d6 and gets only 1 hit with results of 1, 2, 2, and 5 (hits with 4, 5, and 6). The Azab block with 2 Power is reduced to 1.

Since the troops present are Azab and Pikemen, both sides roll all their dice simultaneously (5). The Turkish player rolls 2d6 and gets no hits, the Spanish player also rolls 2d6 and lands one hit. One Azab block is eliminated. The other has to retreat back to where it came from, but the fierce Spanish Arquebusiers are waiting to finish them off. The Turkish player has lost two blocks and must advance two spaces on the Casualty Track. Now the Spanish player can counterattack.



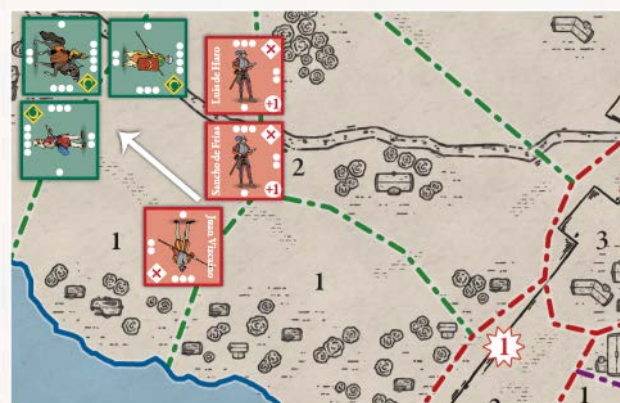
## EXAMPLE: COMBAT.



In this battle, different types of troops interact with each other, and you will see how the dice roll sequence works. Let's assume that no Combat Support cards have been played.

The Spanish Pikemen roll first (1), since there is Turkish Cavalry present, landing 1 hit (results of 2, 4, and 5, where 5 is a hit), which is applied immediately. Then the Spanish player rolls again (2), this time for the two Arquebusier blocks, which also get +1 to each die rolled. The 6d6 roll is devastating (2, 3, 4, 4, 6, and 6) and inflicts 4 hits on the Turks, who distribute them among their blocks to avoid losing any.

Finally, the Ottoman player rolls for all of their blocks (technically, the Cavalry would attack after the Infantry, in fourth place, but since the Spanish player has already rolled all of their dice and it does not matter, the Ottoman player rolls them all at the same time). In total, the Ottoman has 5 Power points left, so they roll 5d6 and land 2 hits (1, 2, 2, 5 and 6). The Spanish player assigns them to the Pikemen and remains in the zone. The Turkish player takes 5 hits and must retreat. They did not lose any blocks, so the Casualty Track does not advance. The Turkish player can now counterattack.





## 7.5. RETREAT

The losing side must retreat from the zone where the combat took place. If it is the attacker, return to the adjacent zone the units came from.

The retreating zone must be empty or occupied by friendly units. It may not contain any enemy units. After retreating, check that the maximum number of your units in the zone has not been exceeded; eliminate any excess units (or Leaders), of your choice.

If the defender is the one who has to retreat, retreat to an adjacent zone that meets the following conditions:

- A** If possible, the retreating zone should not be adjacent to the attacker's entry zone. Therefore, first retreat to a zone that is not adjacent to the zone from which the attackers entered the combat zone.
- B** Units that cannot retreat are eliminated. If no unit can retreat and there is a Leader in the zone, eliminate the Leader as well. Your Leader is also eliminated if he has to retreat into a zone where there is already a Leader of your side.

- D** Retreating units can retreat to different zones, they do not have to all retreat to the same zone.
- E** An Ottoman retreat allows the Spanish player to fire with Arquebusiers that are face-up on the map and/or play the 'Arquebusiers' Reaction card.

### REMEMBER:

*If a Turkish Leader is eliminated during the game, it counts as an eliminated unit and the Casualty Track advances one space for each Ottoman Leader eliminated.*

When Spanish units retreat, any *Chevaux-de-Frise* in the area are also removed from the map. Similarly, if an Ottoman Siege Trench is in an area with Spanish units and no Turkish units, remove it from the map.

Permanently remove from the game any of your side's Batteries that remain in an area occupied only by the other side's units.

## 7.6. CAMISADO

It is explained in the following chapter 8.1.





## 8. COMMAND CARDS



During your Action Phase, you will play cards from your hand to give orders to your units, gain advantage in combat, etc.

You can also play certain cards during the other player's Action Phase if the Reaction card condition is met, such as '*Counterattack*', which allows you to move and attack with your units after resolving an attack during your opponent's Action Phase.

To play a card, place it face-up in front of you and declare the Order or Action you wish to perform.

You must complete the action(s) allowed by any Command card you play before you can play a new one.

Once you have resolved an Activation and any enemy Counterattack triggered by combat involving your blocks, you may play the next Command card you choose until you have no more in your hand, or until you choose not to play, which ends your Action Phase.

Combat cards can be played by both sides during a battle, with no card limit, as long as you have them in your hand at the time of play, first the attacker and then the defender, by placing them face down if the requirements that some of them have are met (*remember that the Spanish player cannot play Combat cards if the combat was started by playing a 'Camisado' card*).

The Event card is activated immediately when the Ottoman player draws it, it does not go into your hand, nor does it count towards your hand size, so after applying its effect, draw another card instead.

Any unit or group of units can act more than once in the same turn, you just need to play Command cards to activate them as many times as you want.

You will notice that some cards are of two types, such as Order and Reaction. They can be played as either. You decide which effect you want to use when you play them.

### IMPORTANT:

*In an Assault Round, the Turkish player may not play any trench-building effects from cards, nor may the Spanish player play any 'Camisado' or 'Repairs' cards*



### 8.1. ACTION CARDS

#### ATTACK



This is the most commonly used card, and the one that allows you to attack zones where enemy units are present. Move a group of units (*from 1 to 3*), with or without a Leader, that are in the same zone. Units activated in this way have 2 movement points if they are Infantry and 4 if they are Cavalry (*see 5. Movement*). If you enter a zone with enemy units, you must stop moving because a Combat will start.

The Ottoman player may also use these cards to place Siege Trenches on the map, instead of using them to move, but only during Siege Rounds.

#### CAMISADO (*Spanish player only*)



This Action card can be used as a normal attack or, during a Siege Round, to make a special attack, the Camisado.

The Spanish player selects a group of their units, which may include the Leader Sarmiento. You can attack a zone that is a maximum of 2 zones away from the selected group.

*Developed in the wars against the Muslims in the Iberian Peninsula, the Spanish became famous for their night attacks with knives, as early as the campaigns of Gonzalo Fernández de Córdoba, 'The Great Captain', in Italy. To distinguish themselves at night, the arquebusiers wore a white shirt over their breastplates and tried to infiltrate the enemy's camp quietly with their white weapons, taking advantage of the darkness to kill, wound and above all create confusion and fear. These 'special operations' were usually carried out by companies of arquebusiers, two per tercio. Often, the forward groups were supported by pikemen and arquebusiers, to whom they retreated when the fire became generalized and the enemy came out of their initial stupor, so that they could retreat in good order and safety to their own camp. Before Castelnuovo, Barbarossa himself had to embark in his galley, escorted by his personal guard, for fear that the Spaniards might get to him, having reached his tent in the midst of the whirlwind of fire and bloodshed they had unleashed.*



A combat is immediately fought with some peculiarities:

- A** The Spanish player is always the attacker, and when playing the card, you must choose a zone where you have units and another one with Ottoman enemies that is no more than 2 zones away from the zone with your blocks, regardless of the presence of other blocks, Spanish or Turkish. The Spanish blocks do NOT MOVE.
- B** The Spanish player may not play Combat cards, but the Ottoman player may.
- C** All Spanish dice have an additional +2 bonus, which may be added to your unit modifier and Leader modifier, if any.
- D** Roll all your dice first and assign the hits to the Ottoman units, then choose which units suffer the damages, this allows you to concentrate them rather than being dispersed. Apply them immediately.
- E** The Turkish player then rolls the dice with any remaining units and any Combat cards they wish, and assigns the casualties normally to the Spanish player, who chooses which of their units suffer the casualties.
- F** After the battle is resolved, the surviving units of both sides remain in the zones where they are. Unlike standard combat, no one retreats.
- G** The Turkish player may play a 'Counterattack' card after the combat is resolved.



## ↓ 8.2. ORDER CARDS

They allow you to perform various actions, such as moving units with the '*March*' card, or reducing the resistance of Walls and Bastions with '*Bombardment*'.

They are described below:

### MARCH



Allows you to move a group of units from a single zone up to 4 movement points, through areas with no enemy units, which prevents you from starting a battle. Leaders cannot be dropped or picked up along the way. It also allows your units to disembark, but only to an adjacent beach zone. The Ottoman player may also use these cards to place Siege Trenches on the map, instead of using them to move, but only during a Siege Round.

### 8.3. SIEGE TRENCHES AND ARTILLERY BATTERIES

The Ottoman player may build trenches in which to place your Artillery Batteries and to protect your Infantry in combat from the enemy, but not from artillery bombardment.

When you play one of these cards with a number of Trench Points, place an Ottoman Trench marker in a **clear zone for 1 point** or in a **rough zone (marked brown) for 2 points**. You can also play two cards simultaneously and add their values.

- ◆ Place the Trenches in zones where there is an Ottoman unit. There can only be 1 Trench per zone. Once placed, you cannot move them.
- ◆ You cannot build Trenches in inner city zones.
- ◆ Also, you cannot build a Trench in a zone with a Wall or Bastion that has more than 0 Resistance; instead, you may destroy 1 Resistance point for each point spent as long as there are Ottoman units in the zone. Once the resistance of the Wall or Bastion reaches zero, you can build a Trench there as if it were a clear zone.

## ARTILLERY BATTERIES

Each Command card used by the Ottoman player to build Siege Trenches also allows them to place a new Artillery Battery on the map.

In addition to placing a new Artillery Battery, you may choose to move a Battery already on the map into an existing Siege Trench. This movement must be made through zones that contain Trenches, so the Artillery may move through several zones before it reaches the one you want. The only condition is that the Battery can only move through zones where Ottoman trenches have been built.

If a Spanish unit ends its movement in a zone with an Ottoman Trench and there are no enemy units in it, the Trench is destroyed.

The same happens if Ottoman blocks are pushed out of a Trench zone by the Spanish in combat. The destruction of a Trench or Artillery does not advance the Ottoman Casualty Track.

## BOMBARDMENT



It allows you to attack an area occupied by enemy units: roll 4d6 for the Ottoman card and 3d6 for the Spanish card. The player must choose a Battery or Fleet as the source of the bombardment.



The result required to hit depends on the distance from the Artillery or Fleet to the target in a land zone:

- ◆ **1 zone:** every 4, 5 or 6 is a hit.
- ◆ **2-3 zones:** every 5 or 6 is a hit.

The hit roll is also affected by the height of the zone in which the Battery or Fleet is located:

- ◆ If the zone occupied by your Battery or Fleet is lower than the zone occupied by the target, subtract -1 from each die, regardless of the height difference.
- ◆ On the other hand, if it is higher, add +1 for each height level difference.

Walls, even collapsed ones, block Bombardment of inner zones.

If the enemy is in a zone with Walls, including Bastions built by the Spanish, the hits first remove Resistance points from the fortifications, and if there are any hits left, the owner of the units distributes them as they wish among their units in the zone.

You must be able to draw a clear line of clear terrain or sea from the Battery or Fleet to the target zone. Rough terrain, Walls, and city zones prevent you from using Bombardment through them.

Other game elements such as the presence of units, Spanish Bastions, Artillery Batteries or Siege Trenches do not affect the line of fire.

If you draw one of these cards from the deck and you have no Batteries or Fleets on the board, you can immediately discard it and draw a new card.

## CIVILIANS (Ottoman)

This is an Order card that allows the Ottoman player to place the green block with the Civilians sticker in any of the 3 target zones.



Until the end of the game, the zone you place this block in is considered occupied by the Ottomans.

No Spanish unit can enter or leave that zone for the rest of the game. Those units cannot make Camisado attacks, but they can use the 'Arquebusiers' card since it is a ranged attack.

This card does not start in the Ottoman deck, it is added when the discard pile is first shuffled to rebuild their deck.

*Sarmiento's Tercio had been in Castelnuovo since October 25, 1538, and at that time servants, women and children accompanied the troops. The non-combatants who accompanied the Tercio and the few citizens who remained after the conquest took refuge in the Castello del Mare at the end of the battle, and on the last day before the final assault, they and the few, mostly wounded soldiers who guarded them, walled up the doors of the castle and did not allow Sarmiento and the survivors to enter, leaving them to die in the square in front of the castle. They sought their own salvation from what they feared would be the murderous fury of the Turkish victors. Their surrender increased the number of prisoners to 600.*



## THE BISHOP (Spanish)



This is an Order card that allows the Spanish player to recover up to 3 Power points of blocks that have not been eliminated. You can distribute these 3 points any way you want.

*The Augustinian friar Juan Delarrica Sicilia was left with two other friars in charge of the hospital and infirmary. With his care and moral exhortations, he managed to keep many of the wounded in their posts until the end.*

## REPAIRS (Spanish)



During Siege Rounds only, it allows the Spanish player to repair up to 2 lost Resistance points in one or two zones with Walls or Bastions that are not occupied by Turkish blocks, whether or not there are Spanish units there at the time of play.

*During a siege, one of the main tasks of the defenders was to repair at night what the besiegers had destroyed with their artillery during the day. This masonry and carpentry war prolonged the siege and allowed the defenders to survive a few more days.*



## 8.4. COMBAT CARDS

These cards can only be played at the beginning of a combat.

### REMEMBER:

*During a battle triggered by playing a 'Camisado' card, the Spanish player may not use this type of card.*

The attacker plays them first, face down, followed by the defender, who also plays them face down.

Once the defender has played their cards, the attacker may not add or remove any cards for that combat.

You can play as many cards of the same or different name as you have in your hand, and their effects are cumulative.

The effects of any rolls indicated on Combat cards are applied before the units engage in combat, so it is possible for one side's units to be eliminated before they actually fight. In any case, the effect of both sides' Combat cards is simultaneous, and their hits are applied at the same time, before the dice of the surviving units are rolled.

## VOLLEY (Ottoman)



Allows the Ottoman player to hit with a +1 to all Jannisary dice rolled in combat.

Only this type of unit benefits from the modifier, not the Azab or Sipahi.

*The 'Slaves of the Sultan' were the elite troops of the Ottoman Empire, the Janissaries. Although fewer in number than the Spanish (1 out of 4), they were also equipped with firearms and used 'modern' tactics such as firing in several lines at once, concentrating fire in a very short time, with the consequent psychological effect on an enemy formation.*

It can only be played in combat if there is at least one block of Janissaries. It can be used in both offense and defense.

If there are no Janissary points left to roll at the time of use, the bonus is lost.

## FIRE DEVICES



This Combat card allows you to roll 3d6 against enemy units at the start of Combat when you reveal the card.

Any result of 5 or 6 counts as 1 hit, to be distributed at the opponent's discretion.



It can only be played in zones containing or adjacent to Walls or Bastions built by the Spanish player.

*In siege warfare and naval warfare -boarding warfare was a variant of siege warfare or urban warfare- it was common to use incendiary weapons to either destroy wooden defenses or set fire to the enemy's galley, and to inflict incapacitating wounds on opponents just before they engaged in white weapon combat. Primitive grenades (filled with gunpowder and a wick, or containers of flammable liquid that spilled when broken) were used in this and many other sieges.*

## FOR THE FAITH (Ottoman)



This card can only be played in combat if there is at least 1 Azab unit. When used, all dice rolled by Azab units (*not Janissaries or Sipahi*) in combat have a +1 bonus to hit, but at the end of the battle, the Ottoman player must eliminate 3 points of Power from the Azab units.

*The Azab were mostly volunteers who went to war against the infidels, faithful to the superiority of their God and expecting eternal reward for sacrificing their lives in jihad. They therefore suffered many casualties as they were entrusted with the most dangerous and thankless tasks, such as digging trenches, manning them, and launching preliminary attacks to soften up the enemy positions before the Janissaries made the decisive attack. Less well armed, trained and equipped than the latter, they were the "cannon fodder" of an Ottoman army during a siege.*

It can be used in both offense and defense. If there are no Azab points left to roll at the time of use, the bonus is lost. It can also be used as an Order card to place 1 Trench on the map or to move 1 Artillery Battery.

## MINES (Spanish)



This Combat card allows the Spanish player to roll 4d6 against Ottoman units in a combat that takes place in or adjacent to zones with Spanish-built Walls or Bastions. It can only be used for defense.

*Mine warfare was very common at the time, and the Ottomans were very fond of it. In the case of the siege of Castelnuovo, however, only its use by the defenders is mentioned: a hole was dug under the breach that the enemies were going to attack, or under a position that was expected to be abandoned, and the explosive was detonated just as the enemies were filling the position in question, in order to collapse it and cause as much damage as possible. The one prepared for August 7 did not work because the gunpowder was wet from the rain that fell that day.*

## CHEVAUX-DE-FRISE (Spanish)



It allows the Spanish player to place a Chevaux-de-Frise cube in a Wall zone or a Bastion. Each cube allows the Spanish player to ignore 1 Ottoman hit in combat.

They are not destroyed by absorbing the hit. In addition, if a combat is tied in a zone with these cubes, the Spanish player wins the battle.

They can only be used for defense and must remain in the zone once placed. If the Ottomans occupy a zone with Chevaux-de-Frise and no enemies, the cubes are automatically destroyed.

There can be more than one in each zone.

*They were among the most common and frequently used obstacles to prevent access to breaches in fortifications. Their pointed stakes served to discourage attackers and channel their advance into areas more heavily hit by the defending artillery -true 'killing grounds'. Normally, the job of the forward attacking groups was to open up breaches in these improvised defenses. In this game, these cards and the cubes they place are used to represent all the contraptions and improvised structures that the defenders used to better defend the breaches in the walls.*



## THE BEAT OF THE DRUM (Spanish)



Allows the Spanish player's Pikemen units, but not the Arquebusiers, to hit with +1 on all dice rolled in combat.

This card can only be used in combat if there is at least one Pikemen unit.

If there are no Pikemen points left to roll at the time of use, the bonus is lost.

It can be used in both attack and defense, and in any type of zone on the board.

*The pikemen were mainly used in the open field, but when it came to attacking or defending a breach, they were used to lead the battle groups, as the length of their weapons allowed them to wound at a distance and keep the attackers at bay, or wound the defenders and manage to clear the breach in order to break into the enemy position. The 'forest of pikes' provided some protection against projectiles, and for these occasions they were usually fitted with bucklers, morions, and 'strong' bulletproof breastplates.*



## 8.5. REACTION CARDS

You can play them during your opponent's Action Phase if the condition on the card is met. You can only play one Reaction card after your opponent's Action card.

### COUNTERATTACK



It is a dual-use card. As a Reaction, you can use it immediately after resolving combat or a 'Camisado' attack in your opponent's Action Phase. It allows you to act in your opponent's turn as if you had played an 'Attack' card in your own turn.

You can activate any group of units, not just the one that was just attacked, move them immediately after the enemy's attack ends, and if your units enter a zone with enemies, start a Combat.

You can also play it during your turn, as an 'Attack' Action card.

### ARQUEBUSIERS (Spanish)



This is a Reaction card that the Spanish player may use whenever an Ottoman unit enters a zone adjacent to an Arquebusier unit. This card allows the Spanish player to reveal any Arquebusier units (*of your choice and in one or more zones*) that can fire into an adjacent zone entered by Ottoman units, by rolling the dice of the revealed units with all appropriate modifiers (*including the presence of Sarmiento*) against the Ottoman units, without taking any counter.

Your Arquebusiers may not fire into that adjacent zone if combat begins there due to the presence of your units. However, they can fire at the enemy if they retreat to an adjacent zone.

Your Arquebusier blocks are revealed for the rest of the Action Phase and can fire again at any other Ottoman unit that moves into an adjacent space without having to play another card. These shots normally hit with a result of 4, 5, or 6 (*note that Arquebusiers always have a +1 bonus to hit, and if Sarmiento is in their zone, they get another +1*).

Also take into account the height of the zone occupied by the firing Arquebusiers and that occupied by the Ottoman blocks receiving the shot.

Subtract -1 from the dice rolled by a block for each level lower than the height of the zone occupied by the Ottoman blocks; add +1 to the dice rolled by a block that is higher than the zone occupied by the Ottoman blocks.

However, your revealed Arquebusier blocks may not move during this Action Phase while they are revealed, although they may retreat if they lose a combat after being attacked, and remain revealed.

*The arquebusiers' fire was decisive in stopping an enemy attack, firearms already reigned supreme in the battlefield in 1539.*

### FRIENDLY FIRE (Spanish)



The Spanish player may use this card whenever an Ottoman unit moves into a zone that is in the line of Turkish artillery fire, i.e. any zone that Ottoman artillery could fire into or through. The Ottomans roll 2d6 for each of their units, losing 1 Power for each 5 or 6 rolled. If there are Spanish units in the zone where the Ottomans moved, resolve 'Friendly Fire' first, then combat as usual.

*The Turks, along with their sophisticated siege techniques and mastery of artillery, were always notorious for suffering many casualties in these operations. Many of their soldiers were volunteers who fought for the faith against the infidels and expected eternal reward if they died in jihad, so they displayed fanatical courage on more than one occasion.*

*Another reason was that the Ottomans understood that accelerating siege operations meant losing lives, and the Empire could afford to do so given its ability to mobilize and recruit troops, combined with the individual motivation of many fighters.*

*During the siege of Castelnuovo, the Spaniards were astonished that the Ottoman artillery never stopped firing, even when their own troops approached the breaches, causing quite a few casualties from 'friendly fire', as this card illustrates.*

## 8.6. EVENT CARD

It takes effect the moment the Turkish player draws it from the deck.

### STORM (Ottoman)



When the Ottoman player draws this card, reveal it and draw another card to replace it.

It is triggered once and removed from the game after that. The effect of this card is that during the next Action Phase, none of the following cards can be played: 'Fire Devices', 'Bombardment', 'Volley', 'Arquebusiers', and 'Mines'. This card affects the following phase and can negatively affect the Ottomans or the Spanish, depending on which phase it is drawn.

*The chronicles say that on the last day of the defense, a downpour fell, soaking the gunpowder and rendering useless a mine that had been prepared in case the northern castle could not be defended. The battle was fought with white weapons and put an end to the Spanish resistance.*



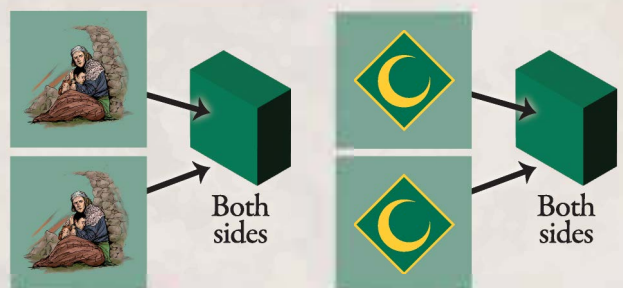
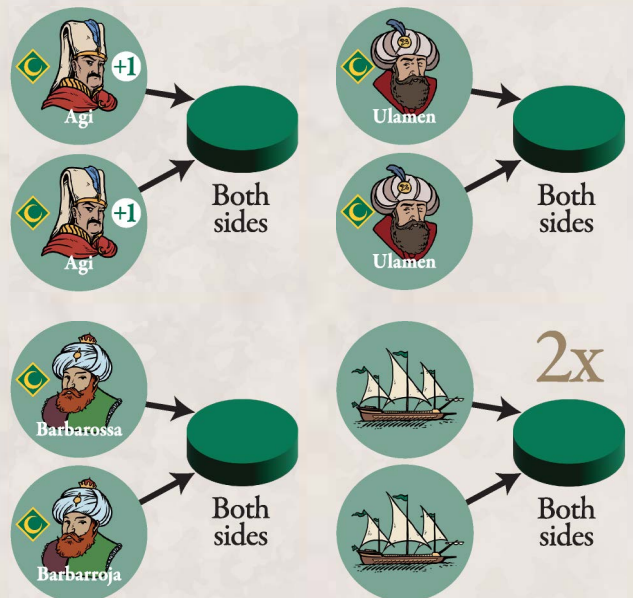
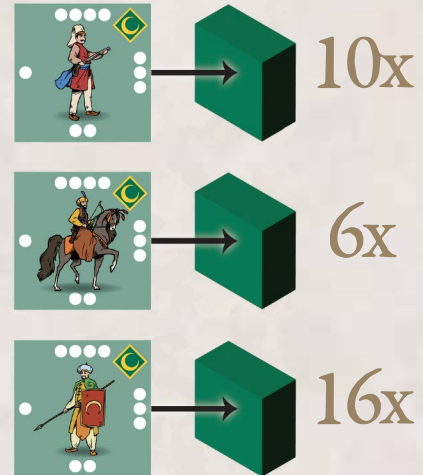
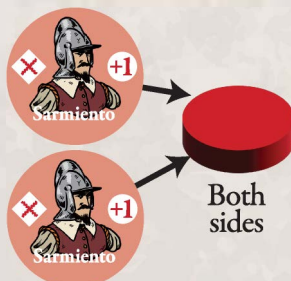
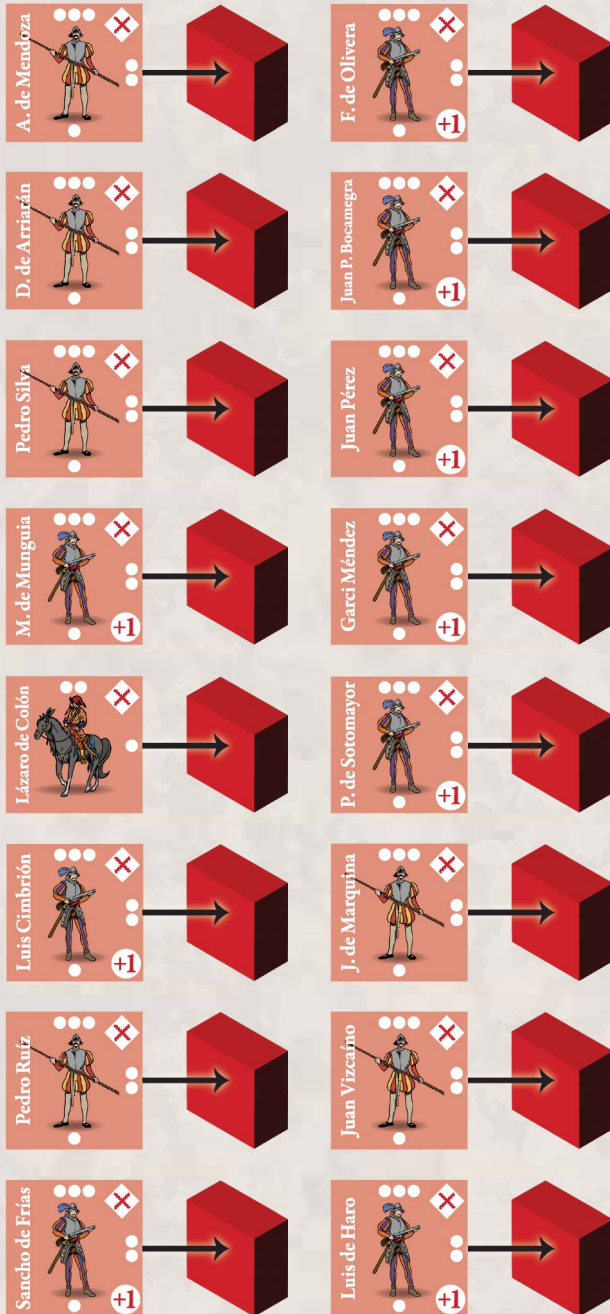




## 9. APPENDICES



Here you will learn how to place the stickers that come with the game, and which type and color of block you should stick each one on. It's very simple, some blocks only have stickers on one side, while others have them on both sides, like the Leaders, Fleets, Civilians and Casualty markers.



### 9.3. DESIGNER NOTES



Francisco Ronco

Given the excellent design that '*Santa Cruz 1797*' ended up being, I couldn't let this game system and the experience that goes with it run out of steam. Another publisher (*NAC Wargames*) has already released another descendant of '*Santa Cruz 1797*' with even more weight and depth: '*Von Manstein's Triumph*'. Early on, I started thinking about other ways to translate the system. I usually design game series to make it easier for players to access new products. In this case, it is not a series, but a 'family', because the game you hold in your hands shares a certain similarity with its predecessors: '*Santa Cruz 1797*' and '*Von Manstein's Triumph*'. All these games share a certain commonality of components (*blocks, zonal board, card engine*) and are different enough so that it doesn't feel like a repeat of the experience when switching from one to the other.

From the beginning, my idea was to make a game that would look as close as possible to the original design and offer the same experience of a 'desperate battle', which is what we in *Bellica Third Generation* call this 'family'. A desperate battle because of the conditions and the context in which it takes place.

It would be difficult to find a more desperate battle than the one fought by Sarmiento and his *Tercio*, who voluntarily faced the clash of battle rather than accept uncertain terms of surrender, and they proved that they did not want to trade their honor for the money and freedom Barbarossa offered them. I already discussed this context in the historical notes, and this is why the battle is set up as a countdown, the Turkish player must occupy the fortress before the Spanish inflict enough casualties to make it a Pyrrhic victory. We will never truly know the reality of Turkish casualties. Doria, in his letter to Charles V, put the number of casualties at 3,000-4,000, while the survivors and the chronicles spoke of tens of thousands of Turkish dead. And this is the desperate nature of it: the Spaniards cannot win. Their victory consists in killing and killing a lot. The Turks have an inexhaustible number of troops, on the scale of the game, and all the time in the world. The siege will be a success, but at what cost? This is the perfect framework for the family of games to which '*Castelnuovo 1539*' belongs.

The game is tactical because of the scale of the terrain and the units used, so players maneuver companies and groups of companies around the board. Coordination is impossible in this game because the means of communication of the time did not allow it beyond having a plan for a given turn (*hand of cards*) and executing it as best you can (*and the opponent allows it*). As I mentioned in the historical and design notes scattered throughout the rules, the Turks did not stop firing their cannons at the breaches and walls, even when their own men were climbing them, causing casualties among them... You have to know which blocks to send to which mission: in the open field, the cavalry is king, but the pikemen are an issue, and the arquebusiers are always deadly and decisive, the janissaries, when led by their captain and/or playing a '*Volley*' card, also tend to take their toll in Spanish blood.

The game is also intended to be a twist on its earlier 'desperate' brethren, being a siege simulation. The 16th century siege warfare has its peculiarities and these have been modeled in the game through the distinction between '*Siege*' and '*Assault*', rounds, the presence of artillery batteries, the obsolete medieval fortifications of the city and the modern earthen fortifications built by the Spanish to reinforce them, the construction of siege trenches and their usefulness in reducing the casualties of the besiegers... A well-played and balanced game will leave a spectacle of siege lines forming a tight belt and getting closer and closer to the city, bastions and walls demolished by the Ottoman batteries, and breaches where the close-range clashes that will ultimately decide the outcome are concentrated. We also include the famous Spanish '*camisado*', and once you master the rules, you will see that fortresses were not defended passively, but rather part of the secret of their resistance was in an active defense that made sorties, hindered the work of the attackers, destroyed some artillery batteries and did not give them rest or tranquility.

Francisco Ronco