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60/90 min



Virtù

~ The Wars of Italy ~



For 2 players



To understand this rulebook, you must first be familiar with the rulebook for 3 – 5 players: **Virtù: The Art of Governing.**



Historical Introduction

In 1442, the Kingdom of **Naples**, which had been in the hands of the House of Anjou, came to be ruled by King Alfonso V and thus under the control of Aragon. With the death of René d'Anjou, **Charles VIII**, King of France, asserts his rights to the crown of Naples.

In 1494, a French army, commanded by the king and comprising more than 20,000 men and 70 cannons, departed Grenoble and crossed the Alps to join his ally, the **Duke of Milan**. They faced a **divided Italy**, in which Florence and Milan struggle against Venetian power, while in Rome the scandalous Rodrigo Borgia has just been elected pope under the moniker **Alexander VI**.

After a rapid and aggressive military campaign, using Florence and Rome as a veritable corridor, **Charles VIII** seized Naples in February, 1495. Nonetheless, the following spring, **The League of Venice** (a strong coalition uniting the city of the Doges, Pope Alexander VI, Ferdinand II of Aragon, Emperor Maximilian, and even the king's old ally, the Duke of Milan) made **Charles VIII** return to France, abandoning Naples to his enemies.

No fewer than eleven wars would be fought by **the Kings of France** in Italy from **1494** to **1559**. It is during these wars that principles of "modern warfare" would develop, continuing an evolution begun in the Hundred Years War. Cavalry would become less crucial than infantry, guns and artillery would gain importance. The last wars of Italy would become the geopolitical beginnings of a multi-century conflict between the Kingdom of France and the Spain of the Habsburgs.

Charles VIII called "the Affable" (1470 – 1498), King of France from 1483 to 1498, is the last of the Valois. In 1491, he married Anne of Brittany, uniting the duchy with the Crown. In 1494, he proclaimed himself King of Naples and embarked on the first "War of Italy". Although victorious, in 1495 he was forced to make a perilous return to France. In 1498, he died at the age of 27 after nine hours of agony from bashing his head violently against the stone lintel of a low door in his Amboise castle. Without a direct heir, his cousin, Louis d'Orléans, dubbed Louis XII, who accompanied him to Italy, ascended to the throne.




Ferdinand II of Aragon, known as "Ferrandino" (1467 – 1496): Son of Ferdinand I of Naples, he was indoctrinated in both the arts and war in his youth. His brief reign (he was crowned in January 1495) was marked by the invasion of the kingdom by the troops of Charles VIII, King of France. Upon formation of the League of Venice, a quasi-general alliance of the cities of Italy, he succeeded in driving the French from Naples and retaking his throne. He died shortly thereafter, in 1496, at the age of 27... just like Charles VIII. Also without an heir, his throne goes to his uncle, Frederick I of Naples.

*A war is just when
it is necessary.*

*Niccolò Machiavelli:
The Prince (1532)*




Contents

Use the usual components for the 3- to 5-player game, but the items crossed out below can stay in the box.
You will also need the specific 2-player components identified by a  icon.




- 1 large central board depicting Italy, with the side for 2/5 players showing



-  1 small Prestige board 2 players




-  1 2-player Influence board (on the back of the Prestige board for 3 - 5 players)



- 2 "Palace" Action boards (Naples and Kingdom of France)



- 57 tiles, including: 31 Cities (Rome appears twice), 14 Titles, 5 Guilds, 5 Cathedrals, and 2 tiles for 2-player games 




- 56 Notable cards (5 copies of each, except the Pope)



- 15 Family cards 3-5 players (3x5 colors)



-  113 Family cards 2 players (4 blue, 3 yellow, 2 red, 2 green, and 2 white)



- 10 Indulgence cards



- 10 Patronage Bonuses (9 cards + 1 tile)



- 46 Control discs (18 blue, 18 yellow, 4 green, 3 red, and 3 white)



- 8 Forbidden City tokens



- 11 +1 War Bonus tokens



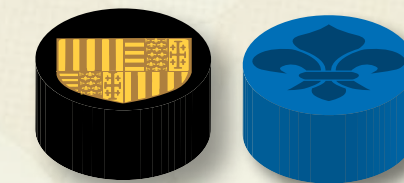
- 5 Cathedral pawns only 1 for a 2-player game (used as a Round marker)



- 22 Troop meeples (8 blue, 6 yellow, 4 green, 2 red, and 2 white)



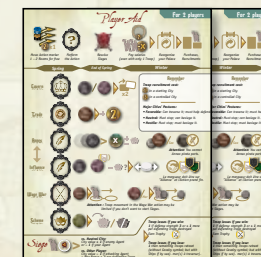
- 12 Agent meeples (5 blue, 5 yellow, 1 red, and 1 white)




- 2 Action markers, printed with coats of arms (Naples and Kingdom of France)



- 45 Florin coins (30 x 1 florin; 15 x 5 florins)



- 2 double-sided Player Aids, with the 2-player side showing 



- 1 scorepad



- 1 rulebook: Virtù: The Wars of Italy



Overview

The Wars of Italy is the name of the 2-player version of Virtù.

One player plays as the King of France and his ally the Duke of Milan, laying claim to the throne of Naples; the other player plays as the King of Naples, determined to defend his title and his City.

The game plays over 21 rounds, each of which has a historical duration of two months, thus spanning a period from 1494 to 1497. Despite this, for greater compatibility with the rules you have learned in *The Art of Governing*, we will continue to refer to the phases of each round as Spring and Winter.

Setup

Italy Board and Influence Board:

Use the **2/5 players** side of the Italy board and the **2 players Influence** side of the Prestige/Influence board.

The French Player (Blue)

- 1 Take your **Palace** and your **Action marker** (both blue), both showing their **King of France** side.
- 2 Take the **4 French Family cards** specific to a 2-player game. At the beginning of the game, you will place these 4 cards however you like in your Palace, just like in a game for 3 – 5 players.
- 3 Place the **2 French Family tiles** specific to a 2-player game (**Kingdom of France** and **Cannons**) in your Domain, along with the Title tile **Duchy of Milan**.
- 4 You start the game with **1 blue Agent (4a)**; the other 4 start in the general supply (**4b**).
- 5 Place a **blue Control disc** on the 2 Cities **Turin** and **Milan (5a)** and put those 2 City tiles in your Domain (**5b**).
- 6 Place 2 blue Troops in **Turin**, 2 blue Troops in **Milan (6a)**, and keep 4 Troops available to recruit (**6b**) — thus you will use 8 blue Troop meeples.
- 7 Start with **4 florins** in your treasury.



The Neapolitan Player (Yellow)

- 8 Take your **Palace** (yellow), showing its **King of Naples** side, the **3 Neapolitan Family cards** specific to a 2-player game, the Title tile **Principality of Naples**, and your **Action marker**. At the beginning of the game, you will place these 3 cards however you like in your **Palace**, just like in a game for 3 – 5 players.
- 9 You start the game with **2 yellow Agents (9a)**; the other 3 start in the general supply **(9b)**.
- 10 Place a yellow Control disc on the 4 Cities **Naples, Rossano, Reggio, and Bari (10a)**, and put those 4 City tiles in your Domain **(10b)**.
- 11 Place **2 yellow Troops in Naples (11a)** and keep 4 Troops available to recruit **(11b)**.
- 12 Start with **4 florins** in your treasury.

The Major Cities

Place the following on the Italy board:

- 13 1 red **Control disc** on **Florence**, and 1 on **Pisa**. 1 red **Troop** on **Florence**.
- 14 1 white **Control disc** on **Rome**, and 1 on **Civitavecchia**. 1 white **Troop** on **Rome**.
- 15 1 green **Control disc** on **Venice**, 1 on **Corfu**, and 1 on **Ravenna**. 1 green **Troop** on **Venice**, and 1 on **Ravenna**.
- 16 On the **Influence board**, place a **Control disc** from each of these three Major Cities on its **starting position** on its track (indicated by the coat of arms). This disc will serve as an **Influence marker**.
- 17 Place the other components for the Major Cities beside the **Italy board**.

FOR ROME (17a) (white)

2 Family cards.

2 City tiles: Rome (use the tile with the coat of arms) and **Civitavecchia**.

1 Agent and **1 additional Troop** available to recruit.

FOR FLORENCE (17b) (red)

2 Family cards.

2 City tiles: Florence and Pisa.

1 Agent and **1 additional Troop** available to recruit.

FOR VENICE (17c) (green)

2 Family cards.

3 City tiles: Venice, Ravenna, and Corfu.

2 additional Troops available to recruit

The Cards and Tiles

- 11b** Stack the similar **Notable** cards in a face-up display, except for the **Pope** and **Maestro** cards (return them to the box).
- 18** Display the 5 following tiles: the **2 Guilds**, the **Titles**
- Principality of Milan**, **Duchy of Naples**, and **1 Kingdom** tile.
- 20** Stack the rest of the **City tiles** and the **Indulgence cards (20a)**, and pile the **florins** in a general supply **(20b)**. Return the rest of the tiles to the box.

The Prestige Board

- 21** Cover the Alliances and Turn Order on the Italy board with the small, 2-player **Prestige board** (you don't use Alliances or Turn Order in a 2-player game).

Board Setup Reminder



Finally, return the following to the box: the rest of the control discs and red, white, and green Agents and Troops.

France First

Place the Cathedral pawn on Round 1 on the Influence board. **France always goes first** (hence no need for the Turn Order track). France, you must remember to advance the Cathedral pawn before you take your turn each round (except the first).

Usable Cortigiano Spaces

You each start with one additional Cortigiano space (because of the Title tiles you have); however, one Room of your Palace has no Action. Until you occupy this Room with an Action card (which you could do in your initial placement), moving your Action marker to this Room will not allow you to take an Action.

In the 2-player game, controlling 5 Cities does not unlock an additional Cortigiano space in your Palace.

Rules of the Game

The rules of the game are the same as for a game for 3 – 5 players, with the following exceptions:

Diplomacy and Major Cities

Alliances with the Major Powers
Alliances with the Major Powers are unavailable in a 2-player game.

In The Wars of Italy, three great Cities of the peninsula — namely **Rome** (white), **Venice** (green), and **Florence** (red) — have not yet sided with either protagonist. We call these 3 Cities the **Major Cities**.

France (blue) places a Control disc on Turin and Milan, and places 2 Troops in Turin, and 2 in Milan.

Naples (yellow) places a Control disc on Naples, Rossano, Reggio, and Bari, and places 2 Troops in Naples.

Major Cities: Place a red Control disc in Florence and Pisa, and 1 red Troop in Florence.

Place a white Control disc on Rome and Civitavecchia, and 1 white Troop in Rome.

Place a green Control disc on Venice, Ravenna, and Corfu, and 1 green Troop in Venice, and 1 in Ravenna.

At the beginning of the game, each Major City controls another City, and has Troops on the board.

The other Cities (controlled by neither a player nor a Major City) are called **Neutral Cities**.

In the 2-player game, you will be able to **Influence the Major Cities** using the **Influence** action.

INFLUENCE TRACKS

Each Major City has its own track on the **Influence board**. A disc of its color indicates its leaning between France and Naples.

Each time you gain 1 Influence with a Major City, move its marker 1 space toward your side of its track (left for France, right for Naples).

The tracks are divided into zones: **Neutral, Favorable, Alliance**.

- If the marker is in the Neutral zone, this Major City does not favor either player; it has a Neutral Posture toward you both.
- If the marker is in your Favorable or Alliance zone, that Major City has a Favorable Posture toward you, and a Hostile Posture toward your opponent.

- If the marker is already in your Alliance zone when you take the **Influence** action (see **Changes to Actions**) you can form a **permanent Alliance** with this Major City.

• Favorable Posture

If a Major City has a Favorable posture toward you, then **you can freely move your Troops to or through Cities controlled by this Major City without having to end your movement**. Moreover, your Troops must help defend Cities controlled by this Major City.

• Neutral Posture

If you move your Troops to a City controlled by a Major City with a Neutral Posture, **you must end your movement there; however, you are not required to besiege this City**. If both you and your opponent have Troops in front of a Major City with a Neutral Posture at the end of Spring, then you will have a Battle on the Plains. If you win, you can besiege the City, but you are not required to do so, and you can leave your Troops there either way.

• Hostile Posture

A Major City has a Hostile Posture toward you if its Influence marker is in your opponent's Favorable or Alliance zone.

- If you move your Troops to a City controlled by a Major City with a Hostile Posture toward you, you must end your movement there and besiege the City at the end of Spring.
- Similarly, at the end of Spring, if you have Troops in front of a City controlled by a Major City with a Hostile Posture toward you, you must besiege the City.



In the example above, the Major Cities' postures are as follows:

- **Rome:** Neutral (toward both players).
- **Venice:** Favorable to Naples to the degree that Naples could form a permanent Alliance by performing an Influence action. Hostile to France.
- **Florence:** Favorable to France. Hostile to Naples.

Remember: The coats of arms indicate where the markers start the game.

Changes to Actions:

SPONSOR

This Action does not exist in the 2-player game.

ANNEX / INFLUENCE

You have two options when you take the Annex action (you can do one or both):

- **Annex a Neutral City** (not controlled by a Major City) per the usual rules.
- **Influence the Major Cities.** Spend Crown symbols to gain Influence in one or more Major Cities. Each Crown buys you 1 Influence in the Major City of your choice.



In this example, France spends 3 Crowns to Influence Rome, and accordingly moves the white Influence marker 3 spaces toward France (leftward). Because France wanted to Influence Rome, they could have substituted Cross symbols for any or all of the Crown symbols required.

When Influencing Rome, you can spend Crosses instead of Crowns (or any mix of the two).



When you perform an Influence action on a Major City whose Influence marker is already in your Alliance zone (and there is no enemy Agent there), you can form a permanent Alliance with this Major City. However, you must spend your entire action to do so; you will not be able to Influence any other Major Cities, nor will you be able to Annex a Neutral City.

Venice is already in Naples' Alliance zone. Naples could spend an entire Influence action to form this Alliance for free.

WHEN A MAJOR CITY ALLIES WITH YOU

- You immediately get the 2 Family cards of this Major City, which you place in available Cortigiano spaces (these cards immediately give you an additional available space).
- You add the City tiles still under this Major City's control to your Domain, Resources Available side up.
- You take control of the mercenary Troops of this Major City (both those already in play, and those available for recruitment), as well as its Agent (note: Venice has no Agent).

- Finally, remove the marker from this Major City's Influence track, because it has permanently allied with you.



If you become allied with Florence, you get everything you see here; however, if Pisa had already been conquered, you would not get the Pisa tile. You also take control of the Florentine Troop and Agent.

SCHEME

In addition to the usual options, you can also place one of your Agents on a Major City's Influence track, as long as it doesn't already contain one (place the Agent on the marker).

You are allowed to have Agents on several Influence tracks at the same time.

How an Agent Affects an Influence Track:

An Agent on an Influence track effectively cancels the first Crown (or Cross) your opponent spends during each Influence action toward this Major City.

Furthermore, you cannot form an Alliance with a Major City while an enemy Agent is on its Influence track.



In this example, a French Agent sits atop the Florentine Influence marker: Naples performs an Influence action, but must waste the first Crown spent to influence Florence. So, by spending 3 Crowns, the marker will only move 2 spaces toward Naples. In addition, even if the marker were in Naples' Alliance zone, the French Agent would prevent formation of the Alliance.

Changes to Siege Resolution:

TROPHIES

You get a Trophy each time you conquer a City controlled by your opponent or by a Major City (no matter whether it's allied with your opponent).

In the 2-player game, you can earn duplicate Trophies.

Each Trophy will only be worth 1 Prestige Point at the end of the game.

SIEGES AND MAJOR CITIES

You are not required to besiege a City controlled by a Major City with Neutral Posture or Favorable Posture toward you; your Troops can simply stay in front of this City.

If the City has a Neutral Posture, you can still decide to besiege it.

If both of you have Troops in front of a City controlled by a Major City with Neutral Posture, a Battle on the Plains occurs. The victor gets to choose whether to besiege the City, or simply leave the Troops there.

If both of you have Troops in front of a City controlled by a Major city with Hostile posture toward you, you must besiege the City, and your opponent's Troops will participate in defending the City.

If you win a Siege on a City controlled by a Major City that is not allied with your opponent, **you immediately lose 4 Influence** in that Major City.

If you win a Siege on a capital of a Major City (i.e. Florence, Venice, or Rome), you eliminate that Major City and **you immediately lose 1 Influence** in each remaining Major City.

A Major City is eliminated if you conquer its capital (Florence, Venice, or Rome) during a Siege.

• If this City was not yet allied with your opponent, remove all remaining components for this Major City from the board (Troops, Control discs, Influence marker), as well as those beside it. It is impossible to Influence or form an Alliance with this eliminated Major City.

• If this City was allied with your opponent, the game continues as usual. Your opponent retains the Family cards, Troops, and possible Agent from the Major City.

RETREAT

If your Siege fails, or you are defeated in a Battle on the Plains, you are allowed to withdraw your remaining Troops to a City controlled by a Major City that is Allied with or Favorable toward you.

Troops

You only pay Troop salaries every 4 Rounds (as indicated by a coin on the Round track).

When you pay your Troops' salaries, you must also pay the salaries for the Allied Major Cities' Troops on the board.

Salaries are 1 florin per 2 Troops, rounded up. Unlike the game for 3 – 5 players, a salary is due with even just 1 Troop.



Round during which salaries must be paid

Salary amount

Additionally, for 1 florin you can recruit 1 of an Allied Major City's Troops, in a starting City still under that Major City's control. You cannot recruit them elsewhere.

The total number of Troops for a Major City is limited (2 for Florence and Rome, 4 for Venice).

When a Major City's Troop is eliminated in a Siege or Battle on the Plains, it becomes available for recruitment again. When you must lose Troops in a Siege or Battle on the Plains involving Allied Troops from a Major City, you choose which Troops to lose.

Titles

In a 2-player game:

France can only acquire the title Principality of Milan because France already has the titles Duchy of Milan and Kingdom of France.

Naples can only acquire the titles Duchy of Naples and one Kingdom title because Naples already has the title Principality of Naples.

End of the Game: Prestige and Victory

The game lasts 21 rounds unless France controls Naples at the end of a round, which immediately ends the game.

PRESTIGE POINTS

Controlling Cities: 1 Prestige Point for each City you control (including your starting Cities and Cities controlled by an Allied Major City). There is no bonus for controlling more cities than your opponent.

Cards/Tiles: Certain cards in your Palace and tiles in your Domain grant you the Prestige Points indicated on them, just as in a game for 3 – 5 players.

Religious Influence: 2 Prestige Points for the player with more Cross symbols. If it's a tie, neither player gets any points for Religious Influence.

Military Prestige: 1 Prestige Point per Trophy, including Major Cities.

Attention: Even if you have several Trophies of the same color, even from a Major City, they all count (unlike in a game for 3 – 5 players).

Indulgences: –1 Prestige Point per Indulgence card still in your Palace.

VICTORY

Whoever has more Prestige Points at the end of the 21 rounds is declared the victor of the first “War of Italy”.

If it's a tie, Naples wins.

AUTOMATIC VICTORY

If France controls Naples at the end of a round, France is immediately declared “King of Naples” and wins the game, regardless of which round it is, or how many Prestige Points you each have.