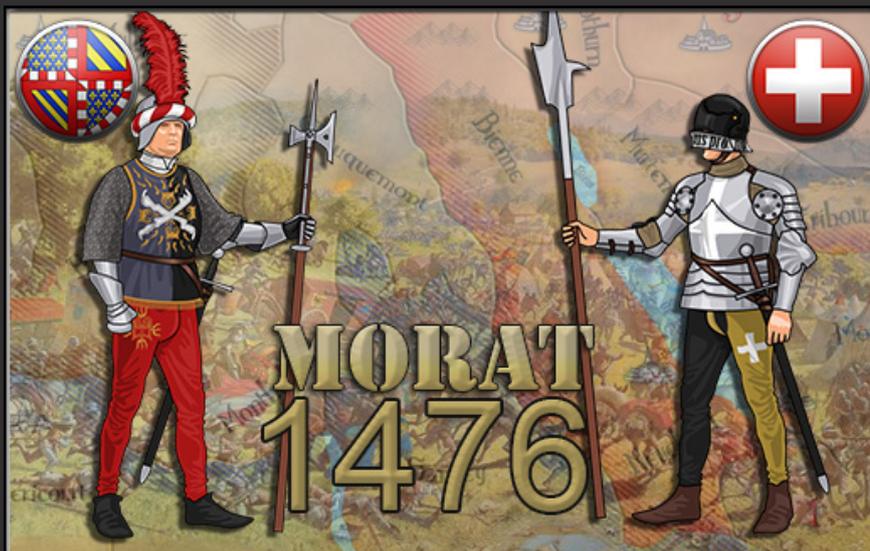


MORAT 1476



INTRODUCTION

Morat 1476 is the story of the 'War of Burgundy', with the attempts of Charles the Bold to capture the key Duchy of Lorraine and nearby lands, and keep it against their adversaries. His foes, the Swiss Confederation and its Imperial allies, must beat and repel their enemy outside of Switzerland and eastern France and possibly capture for themselves the territories neighbouring their realm.

Morat 1476 is played in 24 turns, each representing two months, between Spring 1474 and Winter 1477. Two players, Duchy of Burgundy and the Swiss Confederation, are facing each other in the Wars of Burgundy, at the end of the Middle Ages.

- Charles the Bold's **Burgundians** dream to create a unified realm in the middle of Europe, with the help of their small but balanced army, made of Gendarme knights, English archers and canons, as well as the alliance of Savoy and Italy
- The **Swiss Confederation** has almost no cavalry but their numerous pikemen and halberd are fearful and they can create an alliance with Lorraine and the Empire to humble Charles the Bold and his ambitions!

The game's event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Average playtime: 2h00

Favored side: none

Most difficult to play: **Burgundy**

Game lasts 24 turns (between Spring 1474 and Winter 1477), each turn being equivalent to 2 months.

The **Burgundy player** starts the scenario, followed by the **Swiss player**.



FORCES

The **Burgundy player** controls the **Burgundy (blue)** and Savoyard (pink) units, as well as **Italian mercenaries (green and green-blue)**.

The **Swiss player** controls the **Alsacian-Imperial (beige and red)**, **Lorraine (yellow)**, **Austrian (brown)** units and, of course, those of the **Swiss Cantons (red)**.

The **French units (blue)** can be controlled by either side.

MAPBOARD

The map shows the XIVth century Burgundy, Comté, Savoy, Lorraine, Alsace, eastern France and western Switzerland.



Aside from mountains (2 MP), all regions cost 1 MP to enter. The special high mountain region (Dranse) costs 3. The off-map region of Italie can be accessed by **Burgundy** only.

On the northern map edge (left of the map), there is the Charles the Bold's Army entry regions

Regions with snowflakes are mountains than can be interdicted for movement by cards (blocked passes).

Movement between mountain regions in Switzerland not separated by high-range mountains decorations is facilitated by the presence of passes and alpine vallleys and therefore costs only 1 PM instead of the usual 2.

France and its territory cannot be entered while at peace.



VICTORY

IMMEDIATE VICTORY

- For **Burgundy** if it controls Nancy, Strasbourg, Bern et Zurich, without losing Dijon and Genève.
- For **Swiss** if **Charles The Bold** is eliminated (after turn 6) or if it controls Dijon, Basel and Nancy without losing any Swiss city.
- First player to reach or exceed 20 VP at the end of a turn.



END GAME VICTORY

Player with most Victory Points at the end of the game wins the scenario.

BONUS VP

- For **Burgundy** 2 VP when occupying each of the following: Nancy / Strasbourg / Bern / Zurich / Fribourg / Basel.
- For **Swiss** 2 VP when occupying: Genève / Besançon / Dijon / Bourg.

VP LOSS

- **Burgundy** loses 2VP if not in control at the end of the game of each of: Nancy / Strasbourg / Besançon / Dijon / Lausanne / Basel.
- **Swiss** loses 2 VP if not in control at the end of the game of each of: Nancy / Bern / Basel / Zurich.

SPECIAL RULES

ECONOMIC PHASE

Each even turn (turns 2, 4, 6...), there is an economic phase.

Cost of units and cards:

- Logistical units / Infantry (except below): \$1
- Pikemen / Cavalry / Artillery / Culverins / English Archers / extra card: \$3
- All others: \$2

NB: there are more cards in stock than number of turns, therefore it is advised to players to purchase extra cards when treasury permits, to renew their hands and give them more opportunities.

FRANCE ENTRY IN THE WAR

There a level showing the diplomatic evolution of **France** :

France starts the game as neutral, and while it is so, no side may enter its territory.



Based on events, the level will move between -5 (pro Burgundy) or lower and +5 (pro-Swiss) or higher. The changes are mostly due to playing cards.

Increase by Military occupation:

- +1 when **Burgundy units** enter Basel or Switzerland (each).
- 1 when **Swiss units** enter Besançon or Savoie (each).

Once **France** entered the war on one side or the other, the level value bears no importance and is ignored: it has no impact on **France** which remains allied to the side which she joined. French territory is now open to both sides.

CHARLES THE BOLD ARRIVAL



As soon as the red-title card 'Siege of Neuss raised' card is played, **Burgundian units** of Charles The Bold appear on one of the 3 regions in the north-east (owning player's choice) of the map.

RETURN OF RENE OF LORRAINE



As soon as the red-title card 'Return of René' is played, **Lorraine units** of René II de Lorraine appear on one of the 3 regions in the north-east (owning player's choice) of the map. Even if they have been previously eliminated (René II took refuge in France when his duchy was initially conquered).

SUPPLY

There is no supply phase or need in this scenario. Wagons serve to reduce maintenance cost of large stacks.