

MAXIMILIAN !



**FAST PLAY RULES AND ARMY LISTS
FOR THE HIGH RENAISSANCE
(1400-1550)**

Version 2.0

MAXIMILIAN!

Renaissance fast play rules and army lists. Version 2.0

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Published by:
Black Hat Miniatures,
Nyetimber, Norfolk Farm Road,
Pyrford,
Surrey,
GU22 8LF
England

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www.blackhat.co.uk

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Distributed in the USA by Scale Creep Miniatures (www.scalecreep.com)

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INTRODUCTION

It is impossible to assign specific dates to the period of history known as the Renaissance. The period develops from the Middle Ages and merges into the Counter-Reformation and the Baroque, with literature, philosophy, architecture and all manner of human achievement flourishing at different times in different areas.

Progress was not limited to the arts, and the practice of war during the Renaissance underwent a number of radical changes; notably the decline of the mounted man-at-arms, the rise to dominance of infantry armed with firearms and pikes and the increase in the size and cost of armies.

These rules are intended for the period 1400 to 1550. They are mainly concerned with warfare during the "High Renaissance" in Italy, that period when the most important artists were flourishing and when the Italian peninsula was acknowledged as the centre of European civilisation. The wars in Italy were initially fought between the various city states as they sought to achieve dominance but by the turn of the sixteenth century the balance of power had shifted to the wider struggle for dominance in Europe. The city states were overshadowed by non-Italian powers. Italy became a prize whose ownership was disputed between France, Spain and the Holy Roman Empire. "Maximilian!" seeks to recreate the turmoil and confusion in this exciting and important age, while at the same time being as simple and playable as possible.

The dates 1400 and 1550 are rather arbitrary, and may be extended if players wish, it should be noted however that the rules are period specific, and while the concepts they embody might be considered to be relevant up to a century earlier, they will rapidly become unrealistic any later than 1600.

These rules may be used for several types of game; simple two-player encounters where each player controls one force, more complex two-player games where each commands two or more forces, and multi-player battles. In the latter two types of game, "Maximilian!" works best with an independent referee.

INTRODUCTION TO VERSION 2

In March 2007 I was approached by Mike Lewis at Blackhat Miniatures with an offer to re-print Maximilian. After several years of playing with the rules I'd made many small but important changes so rather than just re-print the original rules I have taken the opportunity to include these amendments in this set. I would like to thank Mike for the opportunity to re-publish these rules and all the gamers who have played these rules, in particular the patience of the Lancaster Wargames Club as I tinkered with the game mechanics week after week, and especially to Clive for his excellent proof reading.

THE PLAYERS

The number of players may vary from two to twelve, each player has a general which commands a variable number of figures, representing the forces under their control. Players should seek to play in the spirit of the rules and period, and not indulge in "rule lawyering".

THE REFEREE

The key person in any multi-player game, he sets the scenario, decides the relative troops' strengths and adjudicates in any cases of dispute. In all matters of dispute, the referee should consider what is reasonable in each situation. In the event of there being no referee then players must settle disputes in the light of common sense, historical precedence, and playability; if all else fails, roll a dice to see which way the decision goes.

DESIGN PHILOSOPHY

"Maximilian!" seeks to allow players to reproduce the dash and colour of a fascinating period without getting bogged down in long and complex rules. It is easy to write long and complex rules in a quest for "realism" but such rules tend to slow play and encourage "barrack room lawyers". The rule mechanisms chosen for "Maximilian!" seek to provide simplicity of play and produce subtle shades of effect from simple concepts. Some of the rules may seem a little odd on first reading but on reflection will be found to have a logical reason behind them.

All rules are written from the perspective of what the most likely result of a set of circumstances would be and cannot cater for the unusual. During this period however, many historical battles were decisive because of new, unexpected or even bizarre twists in the art of war. If players and referees wish to experiment with rule changes to produce unexpected results they should do so. By encouraging players and referees to experiment it is hoped that new and exciting games can be created.