

WHEN HISTORY IS MIXED WITH GAMING

RADETSKY: MILANO 1848

THE FIVE DAYS OF MILANO: UPRISING IN COOPERATIVE MODE



Radetzky: Milano 1848 is based on the historical uprising of the City of Milano against the Austrians during the insurrectional period of 1848 that saw the whole Italian Peninsula (at that time divided in many different "states") in turmoil. Being an Italian and writing this review for an Austrian magazine I had some initial hesitations, but finally I decided to go on as ... history is history.

The background of this game is Milano: at that time the city was the Capital of the Austrian ruled kingdom "Lombardo-Veneto" but in the last years the "friction" between the Italians and the occupants was rising. Things went bad when, during a demonstration in the streets, a big crowd started to provoke the Austrian soldiers, who responded with a charge and one citizen died. Milanese people decided to "protest" in a singular way: they stopped smoking in order to stop paying the related taxes for Austria. Of course, the Austrians responded walking with cigarettes and cigars always lighted and obliging people in the streets to ... smoke with them.

This seems funny, today, but at that time was a serious problem. It was in effect a period of underground revolutions in all of Italy and in Austria too, so when arrived news from Vienna that Ferdinand had signed a Constitution a big pacific demonstration was organized in Milano on March 18th, 1848. As it often happens, this demonstration started to become violent and the Austrians soldiers were obliged to seek refuge with their General (Radetzky, then 82 years old) on the "Sforzesco" Castle (the family Sforza ruled Milano for centuries), in the middle of the town.

And **Radetzky: Milano 1848** starts exactly at this point: please note that this is not an historical simulation but a very interesting COOPERATIVE game (but it can also be played solo) with two level rules: "basic" for a quick game and "advanced" for a more complex situation.

The box of **Radetzky: Milano 1848** contains a beautiful drawing of the city of Milano (based on a map of that time) divided

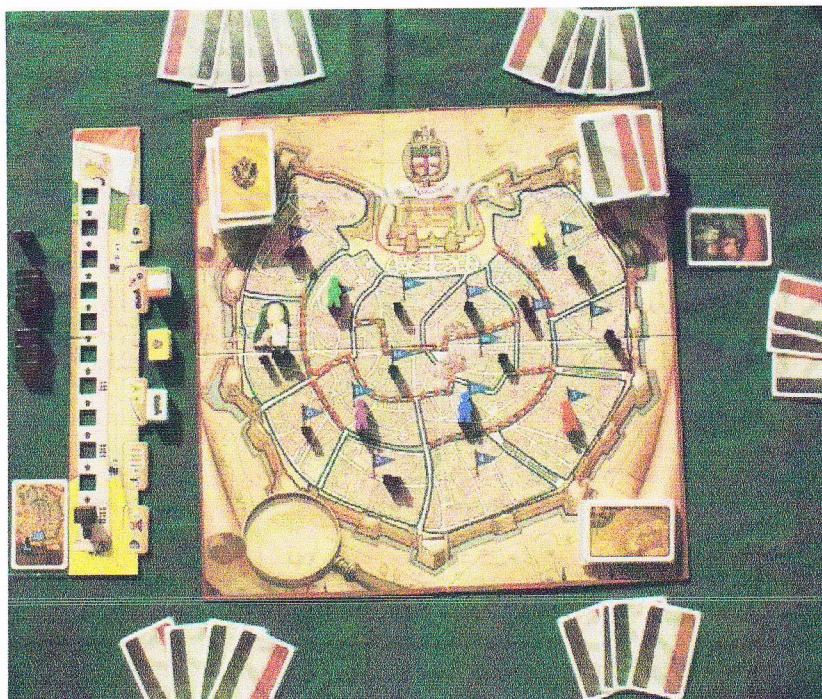
in 16 quarters (and the castle), one smaller board for the advanced game, two decks of playing cards, 50 black wooden cubes (the Austrian soldiers), 5 coloured pawns (the Italian patriots) and some "special" tiles. All the components are strong and attractive, but we suggest protecting the cards with transparent sleeves as they will be used a lot.

Pietro Cremona

A very interesting cooperative game with a different system: players must really cooperate but also act often independently in order to achieve the hoped result.

The writer is not a fan of the cooperative games, mostly because if one of the players want to be the "dominus" the others cannot fully enjoy their gaming experience, but I have to admit that I was immediately hooked, may be, initially, because of its historical background, but after a couple of test by the mechanics used to develop it. With our friends we had hard days, at the beginning, as we were unable to win whatever we tried: the Austrians (managed by the system) always succeeded in take the city under their control. Game after game we tried different approaches until we finally succeeded in winning (for one point only).





To tell the truth we made a couple of games with the basic rules and then we soon passed to the advanced ones for all the following tests: this review is therefore based mainly on the advanced system (with information on the differences with the standard one). Also note that even if the terms "area" and "quarter" are used in the review they refer to the same section of the map. See picture 2.

First we have to set-up the Austrians inside the City of Milano, which is divided in quarters numbered from "1" (top right of the board) to "16" (in the town centre): the castle "Sforzesco" is printed on top of the board and its use will be specified later.

The first card of the "Area" deck is turned up and Radetzky is placed in the corresponding quarter together with three units (cubes); then you have to turn as many cards as there are players, and each area receives 2 units. Finally, the same number of cards is again turned up, and the related quarters receive one cube. All the cards (but the one used for Radetzky) are again reshuffled and a new deck is formed and placed near the board.

All the players receive 4 cards from the deck "Italia" and one coloured marker (patriot) to be placed in an area of choice: more of them may share the same area.

For the advanced game (that we strongly recommend from the beginning, after the very first test) you also have to set-up the related board, with 5 special tiles (called "Help") that may be used by the Italians later in the game.

Each turn of the game is divided in two phases: first the Italians move and fight (if necessary) in order to free some of the quarters from Austrian soldiers; then Radetzky moves, and new Austrian reinforcements join the battle. The Italians win if they are able to free 5 areas of the town. The "system" wins if the Austrians firmly occupy 5 areas. See picture 3.

It is a cooperative game so the players should discuss their general strategy first and then decide turn by turn the exact tactics. In order to "free" an area they must push out the Austrian units first and then, with a specific action, declare the freedom (placing an Italian flag on that area). Each player may use two actions per turn, to be selected between the following:

- 1 – Move a patriot from an area to another (adjacent) knowing that if Radetzky is located in that quarter, he blocks all the units (they cannot move anymore until he will leave);
- 2 – Free the area: this is possible ONLY if the card of that area is already available (so initially it is very very difficult) and no Austrians are there;
- 3 – Attack the Austrian soldiers in an area, using the cards;
- 4 – Attack Radetzky trying to oblige him to retreat in order to attack the Austrian soldiers and (finally) free the area. Please note that the area where Radetzky is located is always available, as the general only moves with those cards;
- 5 – Draw new cards in order to replenish the hand to four (this is done also at the beginning of each new turn, but a player may



My lines for WIN

Dagmar de Cassan, Editor-in-Chief

We are happy to present the latest issue of WIN, 529/30. This issue is dedicated to our Austrian Games Award *Spiel der Spiele* and *Spiele Hits*. You find a compilation of all the award-winning games and also reviews and presentations for those games that have not yet been presented in previous issues of WIN.

We hope that you will again find any number of games that are of interest to you, and are already working on the July/August issue. We are glad if you keep on reading our magazine and look forward to comments or questions, under **office@spielen.at**.

Current issues of win can be found on

<http://www.gamesjournal.at>

and for Games Companion Game by Game see

<http://www.gamescompanion.at>.



need more cards during a battle phase to help a fellow);

6 – (Only in the advanced game). Use a tile “Help” with a card that shows the related symbol;

7 – (Only in the advanced game). Power up a card “Help” adding cards to the appropriate column. The “powered” tiles have better effects.

The Austrian reaction consists of:

I – If the castle contains at least 10 units they rush into the town, one per area (with the exclusion of those that already contain a flag);

II – Verify if a quarter contains at least 4 Austrian units more than the Italians: if so, place an Austrian flag on that area;

III – Bring new reinforcements in Milano (from a minimum of 11 to a maximum of 15, based on the number of players) and place one of them in each area already containing Austrians troops, starting from area 1;

IV – Turn a new card and move Radetzky in the depicted quarter;

V – All quarters adjacent to Radetzky receive 1 cube;

VI – The Austrian units that were not placed on the city are stored in the castle.

If one faction reached the control of 5 areas wins the game. In case of tie the Austrians win. See picture 4.

All the fights are resolved with the help of the Battle cards (see picture 3): there are two different decks, one for the Austrians (33 cards) and one for the Italians (60 cards) and each bears a symbol: Map, Cannon Ball and Sabre equally distributed. The system used is the classic “stone, paper, scissors” that we all played when we were child.

If a patriot attacks some soldiers an Austrian card is turned and must be beaten (Sabre wins against Map, Ball against Sabre and Map against Ball) in order to discard a cube: the player may then proceed with a second fight, if necessary, but with one card less in his hand, of course, and so on. The problem is that if the player loses the second or one of the following fights of that battle all the eliminated cubes come back in that area, so some help is often necessary. If another

player is in the same area, he may use his own cards to resolve a fight that is friend is unable to win.

Attacking Radetzky is more difficult, as he immediately turns 3 cards and all of them must be beaten in order to win the fight. Therefore, it is practically impossible to attack Radetzky with less than two players (8 cards in total). Obliging the General to run away is an important condition in order to attack the other troops there and try to free that quarter.

In the basic game this task is not so difficult, but in the advanced the situation is different and to have an area available, the Italian must first eliminate at least 11 cubes. See picture 5.

In order to help the Italian patriots to fight the regular troops the players have 5 special tiles (see Picture 5). To activate an “help” they must use a card with the same symbol that is printed on the tile:

A – With the “Air Balloon” the patriots are allowed to cross one area side on the map that contain a barrier (two if powered);

B – With the “Martinit” (these were very young orphans used to send orders to different units) the player may draw two cards from the Italian deck (three if powered);

C – With the “Rifle” the player may start a combat drawing two Austrian cards and fighting only one of them, at choice (three cards if powered);

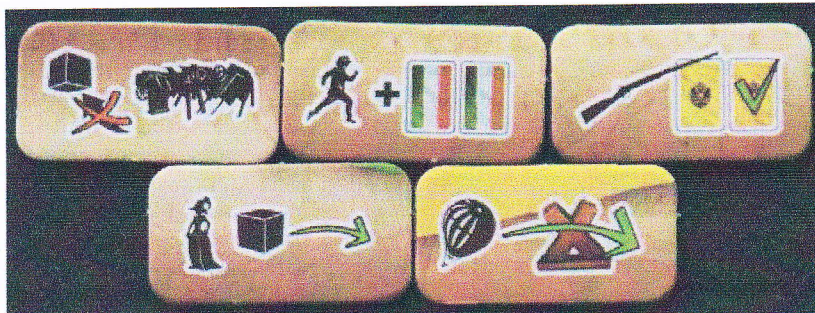
D – With the “Barricade” an area is forbidden to the Austrian reinforcements for that turn (if powered, a cube is also eliminated in that area);

E – With the “Noble Woman” the player may move a cube from an area to another adjacent (if powered, a cube is also eliminated in the castle)



In order to “Power” them the players must accumulate under the selected tiles enough cards (even in different turns) with the appropriate symbol printed on the bottom, as indicated on the “advanced” board.

The use of those “Helps” is absolutely necessary if you wish to win the advanced game: it is clear



that the Italians must decide a strategy since the beginning and while a couple of patriots should follow it all time, the others will try to eliminate some enemy units in order to reduce the number of occupied areas. It is very important to wear the Austrian units also because if at the end of a turn there not enough available cubes for the reinforcements the System wins automatically.

Usually the players must prepare a good attack to push the soldiers out the "available" quarters (you always see the cards that were already used to move Radetzky) trying to keep some patriots in the central part of the town, ready to run where it is necessary in order to help the fellows or to free the area with a flag.

I also appreciated the two historical pages that are printed at the end of the rules and that introduce the players to the historical figures of some patriots (Cattaneo, Manara, Romilli, etc.) and to the old (but strong) general Radetzky.

Let me also give you some final clarifications about a few rules that may be misunderstood in the first games:

1 – Combat: with only ONE action it is possible to fight more times, especially if the quarter contains two patriots and ... 8 cards. Also note that if you do not have a card that beats the Austrian one you may play one card with the same symbol: you do not lose the combat, but you must turn and fight another card.

2 – Austrian soldiers: in the advanced game, in order to free a quarter, it should be "available" first, and to make it available you must eliminate 11 soldiers (cubes). Plan your actions accordingly if you wish to try to win.

3 – Help Tiles: they may be activated only with cards bearing their symbol on the bottom: therefore, before using a card to fight a battle remember to look at those symbols before playing one of them and possibly select the one that you cannot use later for a Help

Radetzky: Milano 1848 is a good cooperative game where it is extremely difficult that a player will become "dominant" and order actions to everybody else, as it often hap-

pens in other games, and all the players that volunteered to play out tests then decided to play again and again (especially when they lost). Initially this game is not easy to master and sometimes you also need a little help from lady Luck (if Radetzky is moved all the time from one side of the city to the opposing one it will be very difficult to win), but you will surely feel the atmosphere of those difficult days.

Finally note that the game can also be played "solo": as it happens more and more often in this period, special rules for solitaire play are included in the booklet. ☑

Pietro Cremona

INFORMATION

Designer: Alberto Barbieri and Team

Artist: Simone Murgia, Gloria Sala

Price: ca. 37 Euro

Publisher: Post Scriptum 2018

www.https://postscriptum-games.it/

PLAYERS:
1-5

AGE:
8+

TIME:
70+

EVALUATION

Cooperative, conflict

Users: With friends

Version: multi

Rules: de en it

In-game text: no

Comments:

Good planning ahead is necessary in order

to define the tactics * Reasonable playing

time * High interaction among players *

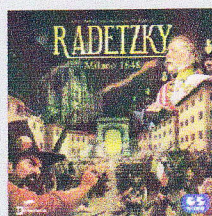
Good rules

Compares to:

Pandemic

Other editions:

Currently none



My rating: ★★★★★

GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

Each game review also features an evaluation which can help you to find the game that best suits your tastes. The color accompanying each game title represents the USER Group. The headline also contains icons for age and number of players.

The BAR in the evaluation box displays color codes for up to 10 features of a game.

USER GROUP

We have defined 4 target groups (color accompanying the head line)

Kinders:

Games for children and educational games. Adults can play in a guiding function.

Familien:

Children and parents play together, all have the same chance to win and have fun.

Freunde:

Young people and adults play together as equals

Experten:

Games with special demands on rules and playing time. Especially for game geeks

Please note for the user groups **Children**, **Family** and **Friends**: Children who love to play can be ahead of their peers! Please note that our target group "families" does not imply the classical concept of "family games"! Furthermore, our user groups can overlap. The choice of suitable games always depends on your playing partners and your fun with games!

Games that are especially eligible for **Solo** play or for **2 players** or **Large groups** of players are marked with an icon.

FEATURES

Each game targets preferences for different features in a player, therefore each game is not suitable for each player. We have listed 10 features players note when deciding on a game. Only if a player finds his preferred features in a game he will enjoy the game. The color code marks the dominant features. Educational games train the highlighted preference.

Empty boxes: This feature is neglectable or not present

One colored box: This feature is present, but not essential

Two colored boxes: This feature is present and important in the game

Three colored boxes: This feature is dominant and essential

Chance:

The game is influenced by dice, cards or any other form of random generator

Tactics:

Take decision, short-term planning, planning based on one move

Strategy:

Think ahead, long-term planning, planning for several moves

Creativity:

The player has to provide words, phrases, images and other creative efforts

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

Version: The edition of the game on which the review is based

Rules: This lists the languages in which rules are available or are included in the game, often even more translations can be found on the web.

In-game text: A YES marks a game with language-dependent components that cannot be played without translation or knowledge of the language