

**Guelphs and Ghibellines FAQ v1.0**  
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This FAQ has been compiled by copying and editing various questions and answers posted to the rules threads at Consimworld and BoardGameGeek. The vast majority of answers have been provided by either Piergennaro Federico, the game's designer, or one of the game's developers.

Please send all corrections to *wkover* via BGG mail.

**GENERAL**

**Q: What constitutes a hill hex, exactly? Where are hill hexes found on the different maps?**

A: Hill hexes are typically the very darkest colors on the map. The different colors on the Campaldino map represent different levels of clear terrain, however; there are no hill hexes at all on the Campaldino map. Montaperti map hill hexes: 1002; 1007; 2101; 2104; 2105; 2301. Benevento map hill hexes: 2706 to 2720 (northern edge; see compass rose for orientation); 2720 down to 1620 (eastern edge); and all hexes in the north-east portion of the map shaded in the same speckled dark color.

**Q: At what point does the river that starts on the boundary of hexes 0110/0111 on the Benevento map turn into a stream? Or is it always a stream?**

A: It is always a stream. Streams go along hexsides. Rivers are in the middle of a hex, and are impassable. There are no rivers in Benevento.

**Q: If a Capitano's Continuum is successfully Interrupted, does he still reduce his Command Capacity by one on the CAT chart, even though he doesn't get to activate?**

A: Yes. An example of this is shown in the example on p. 21, in which Durfort receives a Continuum activation, has his CC marker moved down one space, and then is Interrupted by Montefeltro. The Interruption activation causes Durfort to lose his Continuum activation, but Durfort's Command Capacity still remains decreased by one.

**Q: Is the Command Range Extension (5.2.2) only one additional hex, or does the range extend for as long as there are adjacent friendly units?**

A: The range extends out as long as there are adjacent friendly units that can trace back to a friendly unit in command. The maximum range with the command range extension therefore has no limit (except for the total number of counters in the Battaglia).

**Q: Just to make sure I've got this right: If a Capitano starts with a command capacity of 10, but has only 4 units under his command, then he will have a lot of wasted capacity since he has so few units to give orders to - correct?**

A: In the short term, this is true in terms of giving orders; but in the long term, a large command capacity allows for a greater number of Continuum and Interruption activations.

**Q: Special order recovery (5.4.1) allows a Capitano to try to increase his command capacity. The Capitano gains 1/2 of 1d6, rounded down. However, this does not seem like a very good option for a Capitano. Unless he rolls a 6, the Capitano is essentially spending an entire activation just to get 1**

**or zero points of Command Capacity. This does not seem like a good use of an activation. Am I missing something?**

A: Your interpretation of the rule is correct. This is a special order for desperate situations where a Capitano is extremely low on Command Capacity. (Just remember that a Capitano's CC can never go below one.)

**Q: Per 6.1.1, units may not change facing while in an enemy ZOC. Is this a general rule that applies to all cases (barring those exceptions listed in 6.1.1)? For example, if two units directly face one another (i.e., they are head-to-head), can the units pivot in place by one vertex before attacking (5.3.1), or are they prevented from pivoting before they can attack because they are in each other's ZOC (6.1.1)?**

A: Although not entirely clear, rule 5.3.1 still has to follow the general rule of units not being able to change facing if they are in an enemy ZOC - whether they are in the ZOC of the unit that they want to attack, or some other enemy unit. So the head-to-head units in the example would not be able to rotate one vertex before attacking.

**Q: If a Capitano activates more than once, do you roll for an Accelerated Victory Level Advance (17.2.1) after each activation, or only once when he finishes (either by failing Continuum, or by the other player getting a successful Interruptio or Passing)?**

A: A roll is made after the completion of each activation (i.e., at the end of each Capitano activation sequence in section 4.0).

**Q: A question on accelerating the Victory Level: The rule says after any activation of a friendly Capitano the owning player rolls two dice to see if the Victory Level is accelerated by one level. Does it mean even after a failed Continuum activation?**

A: A failed attempt at a Continuum or Interruptio activation does not count as a Capitano activation, so an acceleration VL roll would not be made under those circumstances.

**Q: For the Recovery order (5.4.1): Does the Capitano activation rating move down the CAT one space before the die is rolled? If so, a Capitano would need a minimum die roll of 4 to benefit from the recovery attempt - i.e., on a die roll of 1 the net result is a loss of 1 CAT point for the activation; on a roll of 2-3 you move down 1 space (activation) and then up again for a net gain of 0; and on a roll of 4-6 you gain 1 or 2 (max) activation points. Is my understanding correct?**

A: Yes, your understanding is correct. (Note, however, that - since a Capitano's CC can never fall below one - a Capitano with only one CC remaining would not move down one space on the CAT before rolling.)

## MOVEMENT AND FACING

**Q: In 6.2, the rules state that a unit may change its facing when an enemy unit "enters and stops in a hex adjacent to its flank or rear hex." Are the rules trying to say that this facing change is triggered when a unit enters the actual rear/flank hexes? Or does it really mean what it says, and this potential facing change is triggered when a unit enters a hex *adjacent* to the rear/flank hexes?**

A: This is a rules error. Response facing changes are only possible when an enemy unit has entered the responding unit's actual flank or rear hexes (and only then if the reacting unit isn't in an enemy ZOC).

**Q: Per the Terrain Effects chart, hill hexes cause cavalry units to become disrupted. Is this only when a cavalry unit moves into a hill hex from a non-hill hex, or does this effect apply in all cases? If it applies in all cases, cavalry units moving two hill hexes would be newly disrupted (and take cohesion hits) in the second hex.**

A: The disruption effect applies in all cases when a cavalry unit moves into a hill hex – not just when a cavalry unit moves from a non-hill hex into a hill hex.

**Q: The general rule is that units cannot change facing when in an enemy unit's ZOC. Moreover, in terms of reaction facing changes, we are told that a unit may attempt to change facing by one vertex if a unit moves into its flank or rear hex. Given these rules, can the new ZOC of the unit that just moved into the rear/flank hex prevent the reacting unit from pivoting? (After the enemy unit has moved into the rear/flank hex, it is now possible – and even likely - that the reacting unit is in the enemy unit's new ZOC.) Or is this why the rules specify that the reacting unit can rotate if it is not "already" in an enemy ZOC - meaning that the new ZOC of the unit that just moved into the rear/flank hex doesn't matter, but ZOCs of other neighboring enemy units do matter?**

A: The new ZOC of the enemy unit that just moved into the rear or flank hex isn't relevant. Only the ZOCs of other enemy units would prevent the reacting unit from pivoting one vertex when an enemy unit moves into a rear/flank hex. (Conceptually, facing change is essentially triggered at the moment the enemy unit "is about to enter" a flank or rear hex – which is why the ZOC of the moving unit doesn't matter.)

**Q: Does the disordered status impair or reduce movement in any way?**

A: No.

**Q: Can a unit withdraw one hex to its rear into the woods? If so, does it have to go through the same disruption check as in ordinary movement?**

A: Yes and yes.

**Q: Can a disrupted unit attempt a reaction facing change? If so, an already-disrupted unit attempting a change in facing could take cohesion hits if it failed its cohesion (morale) die roll.**

A: A disrupted unit can attempt to change its facing as a reaction. And yes, the consequences of a failed morale roll in this situation would be exactly what you state above (including the "1 CH minimum rule" in 11.0).

## **COMBAT – GENERAL**

**Q: Missile range (10.1.2) is traced "from the frontal hexes" (see figure 2). Does this mean that a unit in a front hex is at range zero or at range 1? Similarly, would a unit located one hex beyond a front hex be at range 1 or range 2?**

A: Ranges are measured in the standard way. An adjacent unit is at a range of one, etc.

**Q: In terms of Fire Table dice roll modifiers, what happens if a unit shoots along the boundary between a flank hex and a rear hex? Does it get a flank bonus, a rear bonus, or something else?**

**(This situation could occur, for example, if an archer in the "off-screen" lower right hand hex of figure 1 were shooting at the pictured unit.)**

A: In cases where a missile shot falls exactly along a line between two hexes, always use the most favorable modifier. So, in your example, the attacker would use the rear hex modifier.

**Q: On a bold "1" result, you have 1 cohesion hit, a disruption check, and a retreat. What order are these applied? It matters because of the extra hit which can come from not being able to retreat.**

A: You take the Cohesion Hit (CH), retreat the unit, and then apply the disruption. (See the resolution sequence in 10.6 for additional details.)

**Q: Are the only two hexes available for retreat the two hexes away from the attacker, as shown in the examples in Figure 3?**

A: Yes, that is correct.

**Q: Can a cavalry unit do a reaction facing change and then attempt a countercharge?**

A: No. The countercharge is allowed only if the enemy cavalry is in one of the frontal hexes before the reaction facing change.

**Q: Rule 10.6.6 states that: "Any time a unit receives a CH as a shock combat result, it also suffers a Disruption result. The unit follows the procedure as written in rule 11.0 with the important exception that it is not subject to the 1 CH minimum rule." What is meant exactly by this "important exception"?**

A: It means that an already-disrupted unit taking a hit during shock combat must make a CR check. If it rolls > its current CR, it takes the difference in hits. If it rolls <= its current CR, it does not take any hits.

**Q: If infantry is charged by several cavalry units, does it have to make multiple cohesion checks – one for each cavalry unit?**

A: Yes. A unit under attack by multiple cavalry units has to make one cohesion check for each cavalry unit.

## **SCENARIO-SPECIFIC RULES**

### Benevento.

**Q: The wording of the condition for the release of De Montfort's battaglia as per S.6.3.1 seems a bit unclear. What is meant by the phrase "Guelph enemy unit"? Does this mean a Ghibelline unit? Or is it a misprint, and De Montfort will only join the battle after the rout of a Guelph unit?**

A: The word "enemy" should not be included in S.6.3.1. Montfort will only join the battle after the rout of a Guelph unit.

**Q: The rules say that Montfort's battaglia can't activate until a Guelph unit routs (and the rest of the Ghibellines can't activate until Montfort activates, etc). What happens if a Guelph unit doesn't rout?**

A: One possible suggestion for a rules change: The Battaglia of Monfort may be activated after at least one Guelph enemy unit has routed or all the Saracen archers have been routed.

Campaldino.

**Q: An already-disrupted Ghibelline unit enters a Guelph camp hex, thereby receiving a second disruption. The second disruption eliminates (routs) the Ghibelline unit. Does the routed Ghibelline unit still get the benefit of the Victory Level increase?**

A: Yes. In terms of timing, the disrupted Ghibelline unit enters the camp hex, receives the Victory Level increase (it represent the sack of the enemy camp), and then rolls for the effect of the second disruption.

**Q: Rule S.8.7.1 -- rolling for activation of Corso Donati. The roll is 1d6, correct?**

A: Correct.

**Q: What happens if (per S.8.7.1) Corso Donati fails his special activation roll? Does he lose a CC Point? Rule 8.7.1 states that a failed roll is considered a Pass, so I don't think that he would lose the CC point.**

A: Since the failed roll counts as a Pass, Donati doesn't lose the CC point in this instance.

**Q: Are the dark brown hexes on the Campaldino map hill hexes or high-level clear hexes?**

A: They are high-level clear hexes. There are no hill hexes on the Campaldino map.

**Q: Since the two Compagnia crossbow units can only receive Reload orders, does it mean that they cannot receive fire orders and can only fire in reaction?**

A: The "Reload" order may be given only to the two Compagnie, but the reverse is not true. There is nothing to prevent the two Compagnie from receiving other types of orders (such as fire orders). The last sentence in S.8.5.2 refers to the fact that, if a unit of Compagnia Reloads, it may not do anything else in *that activation*.