

Cortenuova 1237



INTRODUCTION

Cortenuova 1237 is based on the conflict between Guelphs and Ghibellines in XIII century Italy. The Ghibellines, led by Holy Roman Emperor Frederick II, are attempting to restore Imperial power south of the Alps while Guelphs, led by Pope Gregory IX, are opposing restoration of imperial power in the north and are trying to break Emperor's allies in Italy.

Both players attempt to capture cities and castles of Italy, Sicily, Sardinia and Corsica.

The **Ghibelline** player starts with a powerful army in the north but must conduct many sieges, giving time to his opponents to organise a resistance. A smaller army is in the south but lacks proper leadership. Lack of communication between north and south is an issue for Imperial player.

The Guelph player starts with his armies spread out over Italy and must first concentrate his forces in order to slow down Emperor's armies. After the Emperor has been stopped the central position of Guelph holdings allows for a number of possible avenues of advance.

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

Estimated Playing Time: 3h30

Favored Side: None

Hardest to play: None

Cortenuova 1237 lasts 24 turns each representing about two months, between August 1237 and August 1241.

The **Ghibelline** player always goes before the Guelph player.



FORCES

The **Ghibelline** player controls **Holy Roman Empire** (golden), **Ezzelino da Romano's dominions** (green), Kingdom of Sicily (gray), **Republic of Pisa** (dark red), Republic of Siena (black) and other **Ghibelline** (red) units.

The Guelph player controls **Papal** (red), **Republic of Venice** (blue), **Republic of Lucca** (light red), Republic of Genoa, commune of Milan and other Guelph (white) units.

MAPBOARD

The map shows Italy, as well as the of Sicily, Sardinia and Corsica.

Black-white stripped lines represent uncrossable borders between regions.

Major rivers (dark blue) give the defender +2 combat bonus.
Minor rivers (light blue) give the defender +1 combat bonus.

Offmap regions can only be entered by their respective owners.



VICTORY

IMMEDIATE VICTORY

One of the players reaches or exceeds 50 VP at the end of a turn.
Otherwise, the player with most VP at the end of the scenario wins the game.

VP GAINS

- +1 VP for a succesful siege
- +1 VP for conquest of structures with 1 gold worth of income
- +2VP for conquest of most important locations : Milano, Genoa, Verona, Venice, Pisa, Lucca, Florence, Rome, Naples and Palermo
- +? VP according to the following cards below:

For **Ghibellines**: The Regno (control of Sicily and south Italy), Republic of Pisa (control of Pisa, Lucca and ports in Sardinia) Ezzelino's Dominion (control of north Italy), March of Treviso (control of Veneto) and King of Sardinia (control of Sardinia).

For Guelphs: Lombard League (control of north Italy), Genoese-Venetian alliance (control of Venice and Genoa), Patrimony of Saint Peter (control of Papal States), Republic of Venice (control of Venice and Adriatic territories), Republic of Genoa (control of Genoa and its clients).

SPECIAL RULES

ECONOMIC PHASE

Every other turn, both players have an economic phase where they receive income, pay maintenance and purchase their units.

COST OF UNITS AND CARDS

- Militia / Slingers : \$2
- Urban Foot / Crossbowmen / Bowmen / Supplies / Footmen / Carroccio/Cards : \$3
- Foot Sergeants / Light Cavalry / Saracens / Siege Train / Transports: \$4
- Mounted Sergeants / Bujakesos / Galleys : \$5
- Knights: \$6
- Replacements: \$2

Bujakesos and Footmen (units recruited in Corsica and Sardinia) cannot enter mainland Italy or Sicily.

Transports can carry 5 points of land units, each unit having transport cost of 1 except for mounted units which cost 3.

UNITS SPECIFIC USAGE

No Cavalry or Heavy units superiority bonuses. Marines units may attack without leaders.

Heavy Cavalry (Knights and Mounted Sergeants) units get bonuses from “Cavalry Charge” card. Heavy Infantry (Urban Foot and Foot Sergeants) units cancel damage with “Infantry Block” card. Light Infantry (Bowmen, Crossbowmen and Slingers) units inflict panic with “Light Infantry” card. Light Cavalry (Light Cavalry) can cancel terrain modifiers with “Scouts” card.

Carroccio units don't do anything by default but they allow the play of “Carroccio Stands” card which benefits Militia and Urban Foot units.

Cards “Improved Fortifications” and “Reinforced Garrison” will put into play for free immobile units useful for defense.

Some structures (Milano, Genoa, Verona, Venice, Pisa, Florence, Rome, Naples and Palermo) each have a immobile Fortress unit. These fortresses will help during Fortress Assaults and upon the structures capture will change sides.

TRADE ZONES

There are 4 Maritime Trade Zones on the map. Each brings 1\$ income per Income phase. Ligurian and Adriatic Trade zones are Guelph by default and Tyrennian and Ionian Trade zones are **Ghibeline** by default.

OFF-MAP REGIONS

The Holy Roman Empire region can only be entered by the **Ghibeline player** with **HRE units**. Duchy of Savoy and Patriarchate of Aquileia can only be entered by their respective units.

PRELATES

Later in the scenario Guelph player will get the “Council of Rome Called” card that puts into play 4 Prelates units. These units cannot fight and it's the job of the Guelph player to get them to Rome before the game ends as they bring 2 VP each if in Rome at the end of the game.