

Gothic Invasion FAQ v.1.0 (February 2015)

Q: When the game ends?

A: The last played round is the spring of 382 A.D.

Q: I don't understand the concept of battlefield. Why does Valens get a bonus of +1 in the rule book example? And what does 0,1 and 2 mean below the first two army size boxes?

A: Because of the limited space at the leaders individual boards, the 0,1,2 is explained as PLAIN 0 HILL 1 FOREST 2.

As for the "Valens gets +1", as you can see, the battlefield is divided into 3 sections, for an army size of 6000 men the 0,1,2 is used, for up to 9000 the 1,2,1 is used and up to 14000 the 2,1,0 is used. So, Valens has 10000 men and he gets +1 on the hills because Fritigern has chosen to fight there because he has less troops and gets +2.

Q: Just to be sure: is a event card played only once or is this card reshuffled to the event card deck?

A: An event card is played only once and after it is resolved it stays face up next to the annual event deck or you can throw it back to the box.

Q: Army movement - what does 'the same action can be used by any leader, if he discards two cards from his hand' mean?

Is it 'you can discard any two cards from your hand to take an army movement'

Or 'after a leader takes an army movement, another leader may then immediately discard two cards and also take an army movement'.

A: "Army movement", its the first option, it is your turn to play but your leader doesnt have any cards with the "Army movement" action in hand, so he discards any 2 (if he has 2 cards otherwise forget it) to move his leader.

Q: Also I don't understand Alatheus' ability. 'May keep 1 action card', I assumed this means you can end the season with an action card, carrying it over to the next season and then draw your normal draw, holding 1 extra. However the rules say (under leader traits) may keep 1 action card not in the change phase of the year. Does this mean, not in winter (as no players have cards then) or something else?

A: "May keep 1 action card" you assumed correct, Alatheus may keep a card between seasons but not through winter, and this card wont become an extra, so he will draw to fill his hand.

Q: We assumed that even in a 2-players game each leader keeps his cards hand separated from that of other leaders in the same factions. But this isn't really spelled anywhere. Is it correct?

A: The leader's cards cannot be passed to other faction leaders except when playing certain actions such as "REGROUP" or "SUPPLY" otherwise this certain actions would be useless and meaningful.

Q: Some cards, in the rulebook explanation, spell "a leader can", others "the leader can". The former seems to allow the card's ability to be used by any leader, regardless of who has the actual card. However, it seems to give too much an advantage (all army movement cards have the "a leader can" writing for example...). What is the correct interpretation?

A: The card's action affect only the leader who is playing it, to be more clear think of them as an order that the leader gives to his army, of course the only exception are the cancelation actions and the orders that are given to the Roman Garrisons.

Q: When you play a reinforcement card in a combat, for example a +1, do you increase your army size +1? Or is it just a bonus for that combat, and then you discard the card?

A: It, simply, acts as a die modifier for that battle. It does not have a lasting effect beyond the battle (i.e. it does NOT increase your army size).

It is just a bonus for that combat.

Q: When the attacker and the defender's army are the same size, then who can choose the battlefield? I presume the defender, but I'm not sure.

A: The battlefield modifiers are the same for any particular army size for both sides. Therefore the battlefield does not matter in this case.

Q: When i win a battle do i move the defeated leader a total of 2 spaces away from the winning leader?

A: no, you move him 2 spaces away from his current position if possible, so the total range after the battle will be 3 spaces.