

Collected FAQ for FRIEDRICH

Date: January 2005

In the following we list rules questions and answers for the the board-game FRIEDRICH. They are listed according to the sections of the rules booklet. A paragraph is every rule with a leading spades-symbol (♠).

ERRATA

Due for some reason, there were some minor losses of words in the english rules. They are (addition of the missing words are given in bold face):

- Rule 7 (Combat), first para, first sentence, reads:
*Each combat is started by telling your opponent **the number of armies** your general command.*
- Rule 9 (Supply), third para, second sentence, reads:
*If the general is in supply in his **next** supply phase, he is flipped face-up again.*

2 Map and Sequence of Play

QUESTION: How is one game turn executed exactly? Is it like this: Prussia/Hanover makes all her actions first (Draw Tactical Cards, Movement, Combats, Supply check), followed by Russia/Sweden? Or are drawing Prussia/Hanover all her Cards, then the other natinios, and then Prussian starts moving?

ANSWER: Rule 2, Para 2 and 3 gives the answer. »A turn consists of the moves of the seven nation, which are conducted in strict order« and »A nation, which is moving, is called active. Every natinios's move is divided into 5 phases. A nation can conduct activities only in the given order.« Hence, the answer is: **None of both!** First **only** Prussia is moving. She receives her Tactical Cards, then moves any number of her units; then combats are fought, then subsequent conquests are possible, and as the last step she has to check supply of her generals. After that Hanover is moving. Then Russia. Then Sweden, and so on.

3 Tactical Cards

QUESTION: What is the sense of RESERVE's value being variable (1-10)? In what situations is it good to choose a different value than 10?

ANSWER: With the reserve you are able to play in a combat on a -1 almost every time; and therefore you can retreat with a minimum loss of 1 (if a retreat seems necessary). Example: Your current score in combat is -8, and your only card left is a RESERVE. If you play it as a 10, you will be at +2; but your opponent will be allowed to play a card in return. For this card you won't have any reply (i.e. you have to accept the result as it is, e.g. a-7 would cause you to lose 7 armies. If you play, however, the RESERVE as a 7, you will be at -1 and will be allowed to say »Retreat«, and you will lose only 1 army.

QUESTION: If a nation has no units on the map, does she still receive Tactical Cards? And is she allowed to return her generals on to the map again?

ANSWER: Yes. Yes. (Since there is no exception in the rules.)

5 Conquest of Objectives

QUESTION: Is Prussia allowed to re-conquer objecitves, which are currently controlled by France AND which are situated in Hanover?

ANSWER: No. See rule 5, para 4.

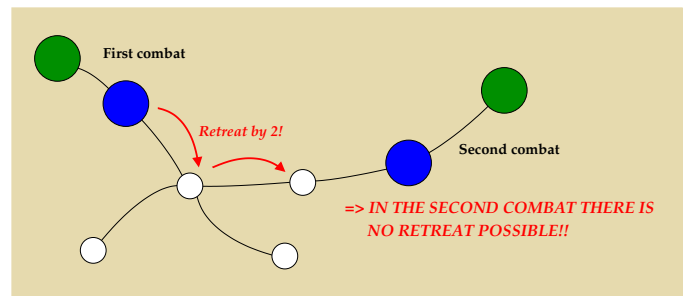
6 The armies

QUESTION: If generals are stacked, at what moment may armies re-distributed between them?

ANSWER: At any time. Even during an opponent's move; or during the combat phase; even at the end-of-turn-segment. (Example: Prussia has stacked Heinrich and Dohna with 4 and 3 armies, respectively. If the Card of Fate "Sweden" is drawn (which calls for the removal of anyone Prussian General), Prussia may give Dohna's 3 armies to Heinrich, and remove Dohna from the game then.

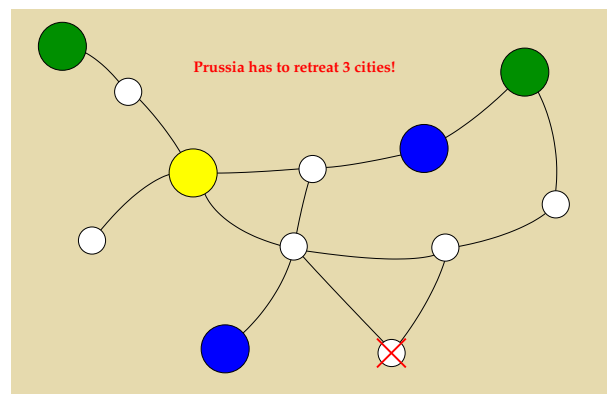
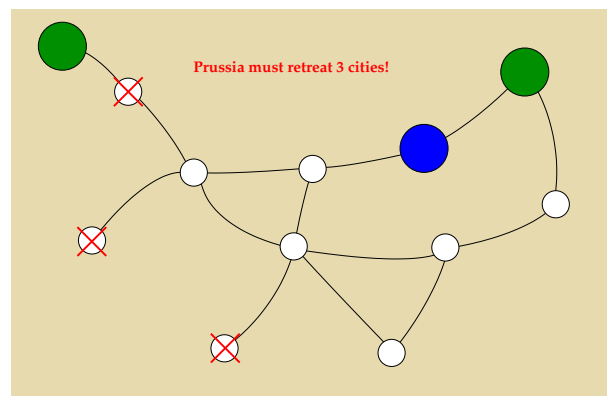
8 Retreat

QUESTION: A Prussian stack is encircled by 3 Austrian generals. Suppose Austria loses the first combat. Is Prussia now allowed to retreat through the emptied city? ANSWER: Yes. Since combats are fought one after the other, the path of retreat is open now. (By the way, the opposite is also true: If in combat 1 the Prussian general is retreated in a way, that in combat 2 the loser of the battle has no path of retreat left (see the figure), he will lose all his armies!)



QUESTION: The retreating general has to finish his retreat as far away as possible from the victorrious general. Can you give an example?

ANSWER: The cities marked with a cross show valid retreat possibilities. Generally, you can act like this: If someone can show a city which is further away than the city chosen, the retreat was not valid.



QUESTION: The rules say that you are not allowed to conquer objective cities on a retreat. Are you, however, allowed to retreat through them?

ANSWER: Of course! You are always allowed to move through empty cities, both during normal movement and while retreating.

9 Supply & 10 Recruitment

QUESTION: Do you use depot cities like a supply train for supply purposes (i.e. is a general within a distance of 6 cities to the depot city in supply)?

ANSWER: No.

QUESTION: Are depot cities considered objective cities?

ANSWER: No.

QUESTION: Are you allowed to give new recruited armies to a general who is out of supply?

ANSWER: Yes, see rule 9, para 5.

QUESTION: Is it possible that a general AND a supply train re-enter the game simultaneously on one single depot city?

ANSWER: No. Since the stacking limit (only one unit per city, but up to 3 generals of one nation) is still valid (rule 4, para 4). Of course you are allowed to bring back 3 generals on one city at once.

QUESTION: May one general re-enter the game on a depot city occupied by a general of its own? Must he receive a new army?

ANSWER: Yes. Yes. (rule 4, para 3 and 4) But remember: If you do it, both generals have completed their movement! Of course you would be allowed to move the general away, and let the other one re-enter afterwards (rule 2, para 3). You could even bring back a supply train now, since the city is emptied. The new general must receive a new army (rule 10, para 3).

11 The Clock of Fate

QUESTION: If a Card of Fate calls for the removal of a general from the game, is he really out of the game? If yes, are you allowed to remove a general, who is currently not on-map?

ANSWER: Yes. Yes. ("Out of the game" is a different terminology than "off the map".)

QUESTION: Card of Fate No. 5, spades version. "Next turn Soubise is not allowed to participate in an attack..." Is Soubise not allowed to move into attack-position (i.e. adjacent to an enemy); or is he not allowed to attack if adjacent?

ANSWER: He is not allowed to move adjacent to an opposing enemy. He is also not allowed to re-enter the game on a depot city, if this would bring him adjacent to an enemy. Same is true for all cards with similar wording (e.g. Card 4, diamonds version ("Cumberland") and Card 3, spades, ("no attack into or out of Halle"): Let's say Winterfeldt is on Halle, then no enemy is allowed to move next to him (since he would have to attack then); if Winterfeldt is on a city next to Halle, then no enemy may enter Halle (since he would have to attack Winterfeldt then)).

QUESTION: Card of Fate, No. 7, diamonds-version. "If involved in combat next turn, Frederick has to reach a positive score at least once." What does this mean? Does it matter whether he is attacking or being attacked? What happens if a positive score cannot be obtained by Frederick (which could be very possible if he doesn't have the right suit)?

ANSWER: No matter whether attacking or being attacked, Frederick has to reach a positive score in combat at least once using a Tactical

Card. This is also true, if he starts combat with more armies than his opponent. If it is not possible for him to reach a positive score (due to lack of cards), he has to play as many cards as possible. If the enemy retreats, before he is allowed to play a Card, then there is no penalty for Frederick, except that he must reach a positive score in the next combat (if ever) during the same game turn. If Frederick is fighting more than one combat, then the restriction is valid for only one combat.

QUESTION: Card of Fate, No. 9, diamonds-version. "Prussia may draw randomly on TC from Austria, after first giving one TC of her choice to Austria." Does the card given to Austria go into the hand where it can possibly be drawn randomly again?

ANSWER: Yes.

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