

FAQ for FRIEDRICH

Date: November 2004

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 (♠).

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 natinos'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 a 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.

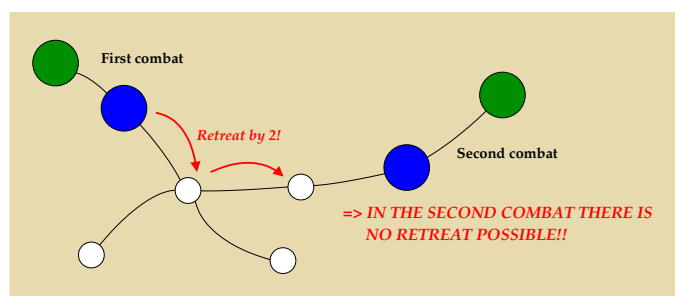
5 Conquest of Objectives

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

ANSWER: No. See rule 5, para 4.

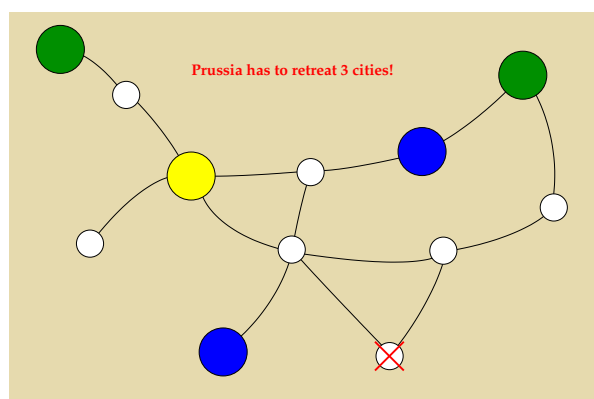
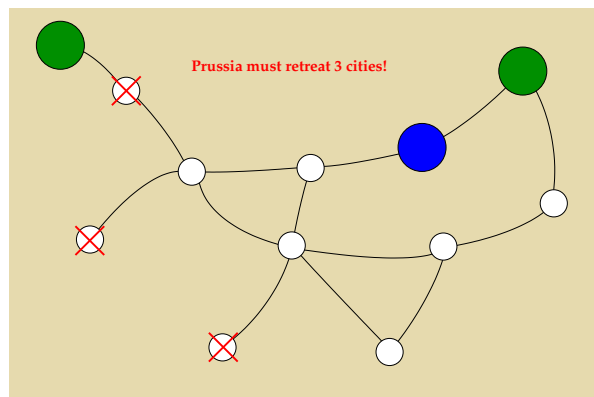
8 Retreat

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 victorious 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

QUESTION: Who has to use a supply train in Saxony (Sachsen) for supply of his generals? Prussia or the Imperial Army?

ANSWER: Rule 9, para 1 and rule 2, para 1 gives the answer. »Inside his home country a general is always in supply.« and »Home country of the Imperial Army are ALL yellow territories, especially Saxony («Sachsen») The answer is: Prussia.

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