

Prussia's Defiant Stand FAQ v1.0 **11 March 2010**

This FAQ is based on the original Worthington Q&A document, various questions and answers posted to Consimworld and BoardGameGeek, and my own Crusader Rex FAQ. (Siege combat in Prussia's Defiant Stand is similar to siege combat in Crusader Rex, and so some of the same questions and answers apply.) Answers have been verified by Ron Draker, the game's designer. Please send all corrections to *wkover* via BGG mail.

Note: Certain rules have been changed or clarified in the most recent version of the ruleset, which can be found here:

<http://boardgamegeek.com/filepage/48559/pds-ver-1-2>

Any page numbers referenced in this document refer to the updated ruleset rather than the original rules.

GENERAL

Initial set up clarification.

Note that many fortresses are not set up on the board at full strength. Be sure to adhere to the listed SP points for fortresses during set up (e.g., the fortress in Cosel starts with only 1 SP).

At the start, there is a 3 SP Russian allied fortress in Thorn, Poland. Also, there is a 2 SP French allied Bavarian infantry unit in Munich, and a 2 SP Saxon (blue) fortress in Dresden and a 3 SP Saxon infantry unit in Dresden. These Allied units are available for use by the Austrian player and may move. The Prussians may also attack the initial units in Munich/Dresden and the fortress in Thorn.

The remaining Russian, French, and Swedish units start set up on the board, but they do not move and may not be attacked until turn 3 of 1757. Prussia may never enter the Russian and French start areas, even after they enter the war. Prussia may only enter Sweden if Sweden is at war. Otherwise, Prussia may freely move through Poland and Holy Roman Empire cities.

Q: Can you clarify how the Brettlach cavalry is set up?

A: The Brettlach cavalry is set up with the French in the French starting area. It is listed at the bottom of the set up chart and is not available to move until turn 3 in 1757.

Q: When the Allies join the war in 1757 the Austrian Brettlach cavalry unit starts out of supply. Is there some way to fix this?

A: Sorry, the allies will have to move the unit or it will suffer attrition during supply check.

Q: How many cards should there be?

A: 33.

Q: I assume the markers mentioned in the rules are the leftover blocks? I had one of each color block left over - no actual "markers" for turn/year/VPs. I am using one of each color block, which seems to work well. I just want to be sure that I am not missing any components.

A: Yes, you are not missing any components

Q: At the end of a year, do you hold over as many cards as you want and receive 7 additional cards at the beginning of the next year?

A: No. Unused cards at the end of a year are returned to the deck to be reshuffled.

Q: Do the Prussians go first in the ‘56 scenario, or do they have to “bid” (by playing the lowest/tied for lowest card) to go first?

A: The lowest card still decides who goes first.

Q: In the Tsarina health phase, could one side play both cards that affect the die roll?

A: Yes.

Q: Just to check: The rolling of two dice for Tsarina death is made once per year starting in 1761, and not once per turn? This roll is therefore only made three times in the game – once per year in 1761, 1762, and 1763?

A: Correct. A 2d6 roll is made at the start of 1761. A 2d6+1 roll is made at the start of 1762. A 2d6+2 roll is made at the start of 1763.

Q: Do you roll on the Frictions of War table every single command phase?

A: Yes, the FoW roll is made each turn after cards have been played - except the first turn of the game. There is no roll during the winter phase, however, as it is not an actual full turn.

Q: If you draw a leader block from your draw pool that has a corresponding block (Loudon, for example), do you have to remove the corresponding non-leader unit from play?

A: No, units are not removed from play when their namesake leader appears.

Q: The rules state that “only one unit may be deployed in a friendly, uncontested, supplied, home city per turn.” Does this mean that only one unit per player per turn can be deployed, or that multiple units per player per turn can be deployed – but with only one deployed unit per city?

A: It is the latter – multiple units can be deployed by a player in a given turn, but only one per city (for the Prussians and Austrians, at least). This is shown in the example on page 6 (e.g., a 3-command card can be used to place 1 cavalry unit and 1 infantry unit in different cities).

Q: When exactly are victory points adjusted? Consider the following situation, for example: At the end of the first year, the Prussian’s control an Austrian 3 VP city and the allies a Prussian 1 VP city. We assume then that the VP marker is moved from zero to the +2 on the Prussian side of the track. At the end of the second year, the same situation exists. Is the VP marker then moved an additional 2 VP to the +4 on the Prussian side of the track?

A: No, victory points are awards that occur at the exact time of capture, and you keep the VP only as long as you maintain control of the VP city in an enemy country. If the occupying country no longer has units occupying the enemy VP city, then the VP track is immediately adjusted to reflect the loss of victory points. Note: You will find that VP control over certain cities like Dresden will see-saw back and forth. Dresden often changes hands where Prussia will gain the 3 VP, then lose it, and then regain it again through various turns and years in the game and the victory track will move accordingly.

Q: When you're activating (tipping over) leaders and/or units that you want to give orders to, do you have to declare what you're going to use the rest of your unused command points for? For example, would you have to say whether you're using the unused points to build new units or rebuild fortress steps?

A: No, you just tip over the units – although you should probably remind your opponent that you have command points remaining. You also don't explain if an activated unit is a single unit or a leader, nor do you explain the purpose of the activation (marshalling, moving, etc).

Q: If a third 12 is rolled on the Frictions of War table, what happens?

A: A four step unit is removed from play again. I've never seen it happen in the countless games I've played, but obviously it is possible.

Q: When the Russians drop out of the war, do the green forts remain on the map? If so, do they change ownership?

A: When the Russians drop out, Russian-captured Prussian forts revert to Prussian control. The Polish fort at Thorn remains green unless Prussia took it at an earlier point. If Prussia never took Swedish Pomerania, then it stays green and is off limits to Prussian entry.

MOVEMENT

Q: If you try to force march during a marshaling move and fail (roll a 1), does the unit move as far as it can (but not ending up with the marshaling leader), or does it fail to move at all?

A: You first move the unit as close as possible to the location being force marched to, then you declare the force march and roll. In other words, if the unit fails to successfully force march it still gets to move a number of cities equal to its normal movement.

Q: Two of player 1's units enter a city containing 4 enemy blocks. If player 2 wants to move away the two "unpinned" blocks, can the unpinned blocks leave using the road that the attacking blocks used to enter the area?

A: Yes, think of the lines connecting cities as major paths with multiple roads. The movement in the game is fluid because each turn represents months. The period did not have front lines and was full of maneuver. (Note that the movement/retreat rules in other block games such as Crusader Rex or Hammer of the Scots are different from the movement/retreat rules in PDS. In CREX and HoTS, defending unpinned units cannot leave using the road(s) that attacking blocks used to enter the area, and retreating attacking units can only retreat via roads that were used to enter the area. In PDS, neither limitation exists.)

Q: Can an activated leader marshal or move a different activated unit? For example, can an activated Frederick marshal an activated Keith (and other nonactivated units) to Frederick's current location? And if so, can Keith then marshal other units to his new location?

A: This is not allowed. Using one activated unit to move/marshal another activated unit in this fashion is illegal because, in effect, you would get two moves out of a single move.

Q: Can besieging blocks simply move away from existing sieges (i.e., move away from sieges carried over from previous turns) – using group moves, marshals, etc.?

A: Yes, a besieged locale is controlled by the besiegers, and therefore the moving of besieging forces away from an existing siege (assuming no reinforcement units for the besieged units have arrived in the meantime) is just like moving units away from any friendly area. Note also that besieged units – as a special case - do not have to be screened by the vacating units, and so the besieging units can move away without leaving any units behind.

Q: If a leader with 1 MP uses group move, and moves 2 cities, does the cavalry that is part of the group (with its inherent 2 MP's) also have to roll for forced march? (The rules state that the group uses the leader's MP.)

A: No, the cavalry does not have to roll.

Q: If a leader force marches with a group, does the leader also roll for the forced march? If he rolls a one and fails to force march to the extra city, does the rest of the group also have to stop?

A: A forced march roll is made for each unit, including the leader. So it could happen that the leader does not make the forced march roll, but the rest of the group does make the roll (which means that they might then be out of supply at the end of the turn).

COMBAT – GENERAL

Q: Is the limit on battle cards one card per player for the entire battle?

A: Yes, each player can play only one card per battle. Each player's card can be played in any battle round – except for the Surprise and Great Redoubt cards, which must be played in the first round only.

Q: What exactly does the term “engaged” mean in combat?

A: The term "engaged" simply means those units face up and part of the battle, excluding cavalry in form-up, reserves, or retreated units. Think of cavalry as fighting their own battle unless one side has more cavalry units and decides to charge the opposing Leaders and Infantry, then they are "engaged" with the main army and take hits according to the "strongest unit" rule.

Q: The rules state that “hits come off strongest engaged enemy units.” My opponent scores 2 hits and my 2 strongest engaged blocks each have strength 2. Is one block eliminated or do both take 1 hit?

A: The latter is correct. Each hit is allocated separately to one of the currently strongest blocks. In your example, after you assign the first hit to one of the blocks, the other block is stronger at that instant and must take the second hit.

Q: Can you explain in more detail the use of restricted roads to engage in combat?

A: If more than four units use a restricted route to enter an enemy-occupied area, four units per round of combat enter the battle. If the first four units are wiped out, the second group of four would start a new battle and any additional troops would come in as yet another reserve up to the limit of four per round of combat.

Q: The retreat rules state that retreating units must retreat to an adjacently connected, friendly controlled, supplied city. If no such city exists, it must go further to a nearest (though not adjacent)

friendly controlled, supplied city. In so doing, it takes losses as it passes through such cities and enemy units. Moreover, the control rule states that the cities revert to previous control once enemy blocks leave. Suppose, then, Prussia probes into Austrian lands, passing through two Austrian cities to fight a battle in the third city. Now suppose they must retreat from battle. As the rules are presently written, it appeared to us that the retreating army must retreat all the way back to Prussian territory (passing through two Austrian cities and taking losses at each one) because none of the Austrian cities they had passed through on the way to the battle are “friendly controlled” (because the Prussian army declined to drop off blocks in them as they marched to battle). Is this right?

A: You are absolutely correct. That’s why you need to secure your supply lines.

Q: What happens when five or more reserve units (as opposed to main attack units) enter a battle using a restricted road? Do the first four reserve units enter on round 2 of battle, with any remaining reserve units entering on round 3? Or do all of the reserve units enter on round 2?

A: With five units, the first four would come in round 2 and the fifth on round 3.

Q: In most block games, retreating blocks are immediately moved into an adjacent area the exact instant that they retreat. Is that how it works in Prussia’s Defiant Stand?

A: What’s different in Prussia’s Defiant Stand is that retreated units - whether they are units retreated by the attacker or defender - are kept off-board (and not moved into adjacent cities) until the entire battle is resolved. Once the battle is complete, retreating units associated with the victorious side are rejoined with the other victorious units, and may regroup. All retreating units associated with the losing side take pursuit losses as a group (taken off the strongest retreating units and based on differences in the number of cavalry units) and retreat to one or more friendly supplied cities as described in the rules.

Q: What exactly does it mean that Austrian Grenzer units have double defense in field battles?

A: It means that they must take two hits for each step loss (rather than the typical one step loss per hit). (Note that, during an assault, units in fortresses - as well as the fortresses themselves - have double defense and are handled the same way.)

Q: Do units that were used to screen enemy units engage in combat with those units, or are they simply keeping the screened units busy?

A: Units which were used to screen enemy units will attack the unit(s) they screen, with the moving player being the attacker. (Units which screen a solitary fortress would siege, assault, or immediately retreat away from the fortress.)

Q: According to the retreat rules, “if there are multiple leaders then each can retreat to a different friendly city with any assigned blocks”. What if there is a single leader present, or no leaders present at all – does that mean that the blocks can only retreat (as an entire group) to a single city?

A: Yes, retreating armies retreat to one friendly supplied city destination unless they have multiple leaders or nationalities. I didn't want players using retreats from battles to improve their position as they historically tended to be demoralizing events for an army.

Q: Retreating blocks lose steps “equal to the cumulative number of unbesieged enemy units and cities they must pass through to reach the friendly, supplied city.” If units retreat through a city

containing two enemy units and another empty enemy city before reaching the friendly, supplied city, is the cumulative step loss equal to 3 steps (2 enemy units + empty city) or 4 steps (2 enemy units + their city + the other empty city)?

A: The "4 steps (2 enemy units + their city + the other empty city)" is correct. It's cumulative for each city and enemy unit you have to pass through, even if you have to pass through an allied city. For example, if Russian units retreat from a battle through Austrian cities to reach a Russian controlled or Polish city, they would suffer a step loss per Austrian city they pass through, but not Austrian units.

Q: Exactly which opposing units can receive hits from each class of unit?

A: Hits are always instantaneously applied to the strongest unit(s) that are eligible to receive hits. The units that are eligible to receive hits for each type of firing unit are outlined in the table below. (In game terms, the units that are eligible to take hits from firing units are the units that are “engaged with” those units.) *Important note:* Cavalry in form up can never be fired upon. Units in reserve can’t be fired upon until the turn that they enter the battle.

Units Firing	Opposing Units Eligible to Receive Hits
Leaders	<ul style="list-style-type: none"> • Leaders • Infantry • All cavalry units in the cavalry vs. leaders/infantry battle column (both charging and melee)
Infantry	<ul style="list-style-type: none"> • Leaders • Infantry • All cavalry units in the cavalry vs. leaders/infantry battle column (both charging and melee)
Cavalry units that are charging leaders and infantry	<ul style="list-style-type: none"> • Leaders • Infantry
Cavalry units in melee with leaders and infantry	<ul style="list-style-type: none"> • Leaders • Infantry
Cavalry units that are charging cavalry	<ul style="list-style-type: none"> • All cavalry units in the cavalry vs. cavalry battle column (both charging and melee)
Cavalry units in melee with cavalry	<ul style="list-style-type: none"> • All cavalry units in the cavalry vs. cavalry battle column (both charging and melee)

Special case: If leaders and infantry find that they are not opposed by any leader units, infantry units, or cavalry units in the cavalry vs. leaders/infantry battle column, the leaders and infantry fire on cavalry in the cavalry vs. cavalry engagement column.

Q: I have infantry and leader units in a battle, and my opponent does not. My opponent, however, has one cavalry unit in his "charging vs. leaders/infantry" box and one cavalry unit in his "charging vs. cavalry" box. My infantry and leader units can only fire on the cavalry unit in the "charge vs. leaders/infantry" box, since that unit is directly engaged with my leader/infantry units. If that cavalry unit is eliminated, do any excess hits carry over immediately to the opposing cavalry unit in the "charge vs. cavalry" box?

A: Yes.

Q: Which units get to fire upon the different types of retreating units in the different combat rounds?

A: The general rules are that (a) retreating units enact their retreat in their own combat phase instead of firing, and (b) units that retreat during a simultaneous combat round are fired upon by units in their same unit class as they retreat. In round 1 of combat, combat is not simultaneous for leader and infantry units. Therefore, for these unit classes, retreating units are only fired upon by opposing units that fired earlier in the combat order. For example, defending leader units who retreat in round 1 don't receive any fire at all, whereas attacking infantry units who retreat in round 1 would have received fire from both defending leaders and defending infantry. Cavalry units who retreat in round 1 don't receive any fire, as they never move out of the form up box. Starting in round 2, since combat is simultaneous in all classes, retreating units receive hits from all opposing units earlier in the combat order and all opposing units that share the class of the retreating units – but will not receive fire from opposing units that fire later in the combat order. For example, a leader unit that retreats (instead of firing) starting in round 2 will only be fired upon by opposing leader units – and not by any opposing infantry or cavalry. Similarly, an infantry unit that retreats (instead of firing) will have been fired upon earlier by opposing leaders, and then will be fired upon simultaneously by opposing infantry – but not by any opposing cavalry. (*Important note:* The firing opportunities described above are different from pursuit losses, which only occur after all remaining units on the losing side have retreated.)

Q: When do the Stout Defense card effects end?

A: The Stout Defense card effects end at the end of a round, but the chosen unit takes all hits for that round except from cavalry engaged with cavalry.

COMBAT – CAVALRY

Cavalry clarifications.

When checking for cavalry parity, each player counts up all non-reserve cavalry – regardless of where they are on the battle board. Example: There are three Prussian cavalry against two Austrian cavalry in the first round of combat, and the Prussian player sends the one unpaired cavalry unit against the Austrian infantry/leaders. In the second round, an Austrian cavalry shows up as a reinforcement. If the newly-arrived Austrian cavalry elects to charge, it would have to charge the Prussian cavalry because the Austrians do not have excess cavalry. (There are still three cavalry units per side, even if one Prussian cavalry unit is currently engaged with Austrian infantry/leaders.) If the Prussian player pulls his cavalry back to form up in a subsequent round and charges again, the Prussian cavalry would have to engage the Austrian cavalry as long as the Austrians still have greater than or equal to the number of cavalry controlled by the Prussians.

Exception to melee requirement: If at the end of any round cavalry find they are unopposed in their column (against enemy cavalry or leader/infantry), they immediately return to form-up and are available to charge in the next round.

Q: During a battle, can cavalry switch columns on the battle board (i.e., switch between the “cavalry vs. cavalry” and “cavalry vs. leaders/infantry” columns) from round to round?

A: The column a cavalry unit enters in - either against opposing cavalry or leaders/infantry - is where it will remain until eliminated or returned to form up.

Q: As written, cavalry units in a melee vs. infantry/leaders hit on a 5 or 6. This makes weak cavalry (CP 6 units) stronger and good cavalry (CP 4) weaker. Is this intentional?

A: Yes, this is intentional and makes cavalry melee combat against leaders/infantry somewhat normalized.

Q: What happens when one side enters a battle with only leaders and infantry and the other side enters the battle with only cavalry?

A: *First Round:* Side A's leaders and infantry don't fire because they have no engaged target (since side B's cavalry starts in form-up). Side B cavalry must either charge (where it would inflict hits at -1CP since Side A has no horse) or retreat (without loss). *Second Round:* Side A's leaders and infantry fire. Side B's cavalry will Melee at 5 CP. *Third Round:* Side A's leaders and infantry fire. Side B's cavalry can either Melee again (at 5 CP) or move to form-up for a Charge next round (and they would not be a valid target that 4th round since they're no longer engaged)...and so on.

Q: Consider the situation where, in round 1 of battle, one Prussian cavalry unit and two Austrian cavalry units charge each other, and all cavalry units survive. What happens if a new Prussian cavalry unit arrives from reserves in round 2? Or, instead, what happens if a new Prussian cavalry unit and a new Austrian cavalry unit both arrive from reserves in round 2?

A: In the case where a single new Prussian cavalry unit arrives: Because the Prussian cavalry units are at parity (2 cavalry units each for the Prussians and Austrians), the Prussian cavalry unit that appears in round 2 has to charge the two Austrian cavalry that charged in round 1 (and are therefore engaged in melee in round 2). The Prussian unit does so from the Prussian charge box at full CP value.

In the case where a single new Prussian cavalry unit and a single new Austrian unit both arrive from reserves in round 2: The Prussian cavalry units are below parity (2 cavalry units versus 3 cavalry units), and so the newly-arrived Prussian cavalry unit (if it chooses to enter the battle) must charge the Austrian cavalry. The Austrian cavalry units are above parity, so they could choose to either charge the leader/infantry units or charge the opposing cavalry. Let's say that the new Austrian unit chooses to charge the Prussian cavalry rather than charge the Prussian leaders/infantry. When the newly-arrived Prussian cavalry unit and Austrian cavalry unit roll for hits, the hits would come off the strongest unit(s) of all of the opposing cavalry units (both melee and charging) in the cavalry battle column.

Q: In combat, I have a leader, 2 infantry, and 2 cavalry who advance into the charge box against a single cavalry unit which stays in form up. I know that the infantry and leader units cannot fire on the cavalry unit (in form up) because the cavalry unit is not engaged with those units. However, can my cavalry units charge the enemy cavalry unit in its form up box?

A: The enemy cavalry unit can only be engaged if he charges out of form up. Therefore, your two cavalry units cannot fire on the enemy cavalry unit in the form up box. However, since the enemy cavalry unit did not charge, it must retreat at the end of the battle round and take a one-step loss due to the one-unit difference in the number of cavalry units.

Q: Could you clarify how pursuit losses work?

A: All retreating units from a battle are placed behind the battle board face up until the battle is over. Once the battle is over, both sides count their total number of cavalry pieces (not including reserves that did not deploy for battle yet). For each cavalry unit the victor has over the loser, the loser suffers a step loss off the strongest unit.

Example: Prussia defeats the Austrians and has 4 units of cavalry (SP does not matter) to Austria's 2 units. The Austrians will suffer 2 step losses distributed across the strongest units.

Q: When playing "Great Redoubt", it says that all cavalry fire at 6. Do cavalry charging against infantry still get -1 (i.e., fire at 5)?

A: No, all cavalry hit on 6 regardless of where they engage.

COMBAT – SIEGES (GENERAL)

Q: Just to clarify: Fortresses have CP1? So a four-strength fortress inflicts four automatic hits during the leader phase?

A: Correct.

Q: In assaulting a fortress, does the fortress take hits in the same way that hits are distributed in a field battle, i.e. largest unit first? So in the case where a 3-SP fortress is with a 2-SP defender, the fortress would absorb two hits (resulting in a single step loss due to double defense) before other hits are assigned – which could then be assigned to either the fortress or defending unit, since they would then be at equal strength?

A: Yes, that is correct. Hits are distributed across the strongest units (fortresses included), but resolve half hits first.

Q: After a field battle outside a fortress, the rules state that “if the attacker wins [the field battle] he has three choices: besiege the fortress, assault, or retreat.” Is this special type of retreat an instantaneous retreat, in the sense that the defending blocks in the fortress can’t fire on the retreating blocks, or would the defending blocks get the chance to fire?

A: The fortress would not get to fire in this instance. This special type of retreat is like a regroup after a field battle because the attacker is choosing not to set up for a siege or fortress assault. The fortress only gets to fire if the attacker assaults.

Q: Concerning the special type of retreat (in place of besieging or assaulting) that can occur when defending units are in a fortress: Is this retreat a one-time option that can occur only at the exact instant that the defenders deploy into the castle, or is this something that can also occur later on? For instance, is the option to retreat in the face of an empty field available every time an existing siege is activated?

A: This special type of retreat is a one-time option that occurs only when opposing units are initially deployed into the fortress. As mentioned above, this special type of retreat is more like a regroup after a field battle. To move away from an existing siege, the sieging force must either use unit activations to move away, retreat from a defender breakout attempt, or retreat from an attacking relief force (which may also be supported by a breakout force).

Q: Can units regroup after a successful assault on a fortress (i.e., the defending units are completely eliminated)? Can units regroup after a successful breakout?

A: Regrouping is only allowed after a field battle. Regrouping after an assault is therefore not allowed, although regrouping after a breakout (which is defined as a field battle) is allowed.

Q: How long do sieging blocks remain face-up? Do they remain face-up only during the turn in which the siege was initiated? Or from game turn to game turn if the siege spans multiple turns?

A: The besieging units remain face-up for as long as the siege continues – even from game turn to game turn. However, blocks moving into the siege locale after the siege has been initiated are not revealed until the combat phase.

Q: I have a fortress under siege. I want to send a relief group to assist in the breakout. Do the units from inside the fortress and the supporting units battle together starting in round 1? Or, do I pick which group – breakout units or support units - is the main group and which group is the reserve group?

A: The units in the fortress and relief forces are the attacker and they all begin the battle in the first round, except you need to keep straight which units came from the fortress because if forced to retreat the breakout units go back to the fortress.

Q: During the second turn of a siege, a player wants to conduct a Fortress Assault. Does the assault require the use of a command point, or does the assault simply occur as in any standard Battle Phase?

A: No command points are required to assault in an existing siege.

Q: A player decides to break off an assault (per the rules) by retreating units during their turn to fire in the assault battle rounds. Do these “retreating” army units remain in the besieged city, or must they fall back to adjacent friendly, supplied cities per the Retreat rules? And if the army units are allowed remain in the besieged city, does the Siege Resolution round still occur?

A: If the besieging force breaks off an assault, they remain in the siege location and return to siege mode. And yes, Siege Resolution (with possible surrender, etc.) resolves as normal the turn of the assault. (Although note that, as usual, Siege Resolution only occurs in this instance if the assault occurred during the second or later turn of an existing siege.)

Q: The rules for Fortress Sieges state: "If the defending player has a fortress in the city under attack, the defender may choose to deploy up to four army units in the fortress before revealing." Can any of these four blocks be composed of reserves sent by the defender to defend the city?

A: No - only units that were already at the fortress when enemy units moved to the space can be deployed into the fortress at this point in time.

Q: Can a fortress alone in an area (without any friendly units) defend against enemy units, or is it captured automatically if enemy units enter the area?

A: A lone fortress defends like a lone unit. It is not captured automatically. The enemy must besiege or assault a lone fortress to try to eventually capture it.

Q: During Siege Resolution, can the one step loss for a continuing siege be taken by a unit inside the fortress? Or must the fortress take the loss?

A: The fortress always takes the step loss. This represents loss of supplies and is important for raising the odds of the fortress surrendering.

Q: When swapping out units during a fortress assault, can the number of assaulting units change from round to round? Can the attacker start with three assaulting units (round 1), then increase to

5 assaulting units (round 2), and then decrease to 2 assaulting units (round 3), etc.? Or are these swaps required to be one-for-one unit exchanges?

A: Yes, you can increase/decrease the number of assaulting units from round to round. There can be anywhere between one unit (the minimum) and six units (the maximum) assaulting each round. While swapping, just be sure to follow the rule that reserve units cannot be swapped in if they already participated in the assault in a previous round.

Q: Under Siege Resolution, what does it mean that “fortresses may never be reduced below one”?

A: If a 1-SP fortress does not surrender on the siege roll, it does not reduce and survives another turn.

COMBAT – MOVING INTO ALREADY-EXISTING SIEGES

Q: What happens when units friendly to the besieger join an already-existing siege?

A: Units that group move or marshal to an existing siege (i.e., a siege carried over from an earlier game turn) may be selected to assault the fortress with any of the friendly besieging forces (up to the limit of six assaulting units total) that were already present. The reason for this is that the besieged area is friendly to the besiegers, and so moving to the besieged area is just like moving to any other friendly location.

Example:

Austrian units sit at an existing siege in Dresden, which contain Prussian units in the fortress. Assuming that no defensive reinforcements are involved, no distinction is made between Austrian units that marshal or group move to the existing siege and those units that were already present. Therefore, any of the Austrian units at the siege at the end of the command phase would be allowed to assault during round 1 of combat (up to the assaulting limit).

[Note, however, that units that regroup to an existing friendly siege participate in combat starting in round 2 (see note at the top of page 13).]

Q: What happens when forces friendly to the besieged units move into an already-existing siege?

A: The besieging units become the defenders on the field and the friendly relief units become the attackers (who can be assisted by units who breakout from the fortress in round 1).

Example:

Austrian units are besieging Prussian units in a fortress in Dresden, and a relief Prussian group is moved in. The combat would be treated like any other field combat in which Prussian units invaded an Austrian-controlled area – with the important exception that, starting in round 1 of the field combat, the besieged blocks in the fortress have the option to breakout from the fortress to assist the arriving (attacking) relief force in fighting the Austrian (defending) force.

Q: What happens when units friendly to both the besieger and the besieged move into an already-existing siege?

A: If units friendly to the besieging units move in first, they simply become part of the force that becomes attacked (on the field) by the relief force. (The besieged blocks in the fortress would still be able to breakout, starting in round 1, to assist the attacking relief force.) If units friendly to the besieged units

move in first, then – like in any other field battle - round 1 becomes a field battle between the attacking (relief) units and the defending (besieging) units, with the late-arriving blocks friendly to the besieging units acting as reserves that enter on round 2.

Example 1: Additional units friendly to the besieging blocks move in first

Three Prussian blocks are already in place besieging one Austrian block. (The siege was started during a previous game turn.) The Prussian player moves first this turn, and so two Prussian units are moved into the besieged area. Next, as part of the Austrian player's movement, six Austrian blocks (one main group of 4, and one reserve group of 2) are moved in as reinforcements. Thus, in round 1 of combat, the five Prussian blocks (3 original + 2 additional) are the defenders and the four "main attack" Austrian blocks are the attackers. The two reinforcing/reserve Austrian blocks will arrive in combat round 2. The one Austrian block in the fortress has the option to breakout starting in round 1.

Example 2: Additional units friendly to the besieged blocks move in first

Three Prussian blocks are already in place besieging one Austrian block. (The siege was started during a previous game turn.) The Austrian player moves first this turn, and so six Austrian blocks (one main group of 4, and one reserve group of 2) are moved in as reinforcements. Next, as part of the Prussian player's movement, four Prussian units are moved (in two separate groups) into the besieged area. Thus, in round 1 of combat, the three original Prussian blocks are the main defenders and the four reinforcing Austrian blocks are the main attackers. The two reinforcing (reserve) Austrian blocks and the four Prussian reserve units (it doesn't matter that they came in separate groups) will all arrive in round 2 of combat. The one Austrian block in the fortress has the option to breakout in and assist the Austrian relief force in round 1.

COMBAT – SIEGE BATTLES WITHOUT FIELD BATTLES

Q: 3 Prussian units are in Cosel. Two groups of Austrian units (4 in the main group and 2 in the reserve group) move in. The Prussians elect to deploy into the fortress before the battle begins. The Austrians want to assault. For round 1 are the Austrians able to use all 6 units, or just the 4 that are in the main force?

A: Just the four from the main force can assault in round 1, as the other two blocks are in reserve. The other two Austrian blocks can be added to the assault starting in round 2.

Q: What happens in battles involving reinforcements where the original defending field units deploy into the fortress before combat? For example, I have one Austrian unit in Vienna. The Prussian player moves first and moves two units into Vienna to attack. On my turn, I move two Austrian units into Vienna as reinforcements. If I choose to withdraw the original Austrian unit into the fortress before combat, what happens in the following situations in terms of combat timing and the Austrian reinforcements?

- a. **the attacking Prussian units choose to immediately retreat rather than siege or assault**
- b. **the attacking Prussian units do not choose to immediately retreat**

A: In situation (a), the attackers simply retreat before the relief forces arrive; after the reinforcements arrive, the Austrian units (as victors) can regroup. Situation (b) is clearly addressed by the rules: "If the defender deploys into the fortress before combat or retreats during the battle before friendly reserves arrive, then the reserve force becomes the attacker and the units that retreated into the fortress cannot participate in the battle."

[Note that the reason why the single Austrian block in the fortress cannot breakout in situation (b) is because units are not allowed to breakout until the second turn of a siege.]

COMBAT – COMBINED FIELD/SIEGE BATTLES

Q: What happens in the situation where defensive reinforcements are moved to a battle where one or more defending field units do not immediately withdraw into the fortress? For example, as the Austrian, I have six units in Madgeburg. The Prussian moves first and moves five units into Madgeburg to attack. On my turn, I move two Austrian units into Madgeburg as reinforcements. The original six Austrian units do not deploy into the fortress (or only partly deploy) before combat. What happens next?

A: Before combat, up to four Austrian blocks may be deployed into the fortress. Any Austrian blocks not immediately deployed into the fortress are left on the field. The first combat round is a field combat between the attackers (5 Prussian units) and main defenders (any Austrian units remaining in the field). In round 2, the Austrian reinforcements join any Austrian forces left on the field at the end of round 1 and the field battle continues. (Note that Austrian blocks may also retreat from the field into the friendly fortress during the battle, up to the fortress limit. The units inside the fortress – whether deployed into the fortress initially or retreated into the fortress during the battle - may not participate in the field battle in any way once they are inside.) If the Prussians are ultimately victorious in the field battle, they may then choose to besiege or assault the fortress or immediately retreat.

Q: What happens in the situation where both attack and defense reserves are moved to a battle where one or more defending field units do not immediately withdraw into the fortress? For example, as the Austrian, I have six units in Madgeburg. The Prussian moves first and moves six units into Madgeburg to attack (4 in a main group, and 2 in a reserve group). On my turn, I move three Austrian units (2 units in one group, 1 unit in the other) into Madgeburg as reinforcements. The original six Austrian units do not withdraw (or only partly withdraw) before combat. What happens next?

A: Before combat, up to four Austrian blocks may be deployed into the fortress. Any Austrian blocks not immediately deployed into the fortress are left on the field. The first combat round is a field combat between the main attackers (4 Prussian units) and main defenders (any Austrian units remaining in the field). In round 2, the reserve forces join both the attacking (Prussian) forces and defending (Austrian) forces, respectively, and the field battle continues. [*Exception:* If the Austrian main defenders are all eliminated in round 1, or manage to vacate the field completely (via retreating into the fortress or into adjacent friendly supplied cities), the Prussians will become the defenders in a new battle due to the fact that they now control the field.] If the Prussians are ultimately victorious in the field battle, they may then choose to besiege or assault the fortress or immediately retreat.

SUPPLY

Q: Can a besieged leader provide supply for the other besieged units in the fortress?

A: Yes.

Q: I have four units in a besieged 2-strength fortress: a 1-strength leader and three infantry units. What are my supply options for these units?

A: One option is to reduce the fortress by one step, which would supply all of the units inside. There are two other supply options here: (1) since leaders can supply a number of units equal to twice their current SP, the 1-strength leader could lose its last step (thereby resulting in the elimination and removal from play of the leader) to support two of the infantry units, and then the third infantry unit (the one not

supplied by the leader) would have to lose its own step, or (2) the player could opt to use neither the fortress nor the leader for supply, and then all of the units in the fortress would be required to lose one step. In this particular situation, the latter option is strictly worse than the former option - as having all of the units lose one step is strictly worse than having only the leader and one infantry unit lose one step apiece. (Note that, had the leader been a 2-strength unit, it could have lost one step to supply all of the units – up to twice its SP, or four total - in the fortress.)

THE WINTER PHASE AND WINTER CAMPAIGNS

Winter Campaign card clarification.

If a player uses the Winter Campaign card as an event and the other player uses commands (to place new units), resolve the Winter Campaign movement first, then the other player places units, then resolve combat. Remember that players can't place units in a contested or unsupplied city (limited supply from a fortress does not count as a supplied city). No new sieges are allowed.

If no Winter Campaign events are played, there will be no movement or attacks in the winter phase.

Q: The quartering rules state that a city's quartering limit is the highest quartering limit available. What does this mean, exactly?

A: You choose the highest available limit. For example, if you have a 1-step leader and three infantry blocks in a city with a fortress, you would want to use the fortress limit of four rather than the leader's limit of two + himself for three. The limits are not cumulative.

Q: Can sieges continue through the winter into the following year?

A: Yes, as long as a leader can provide winter quarter support. The fortress controls the city, so besieging units without a leader are eliminated.

Q: Are existing sieges activated during the winter phase if a Winter Campaign card is not played?

A: There is no siege resolution (i.e., there is no checking for surrender or siege attrition) during the winter phase – even if a Winter Campaign card is played. The winter phase is not a turn, but rather the last part of turn 5 as an end of year phase.

Q: If a Winter Campaign card is played, is one group movement and field battle allowed in addition to any assaults at existing sieges?

A: Only one activated group gets the benefit of attacking. You could activate a group that is besieging to conduct an assault, but then that would be the only activation allowed by the card.

Q: One of the Winter Campaign cards specifies that it can only be used by Prussia, whereas the other card does not specify a side. Is this intentional? Can the one card only be used as a Winter Campaign by Prussia, whereas the other card can be used as a Winter Campaign by either side?

A: Yes, it's intentional to give the Prussians more opportunities than the allies for a Winter Campaign.

Q: If one player plays a Winter Campaign card, can the other player breakout of one or more besieged fortresses during the winter phase?

A: No, it's not a real turn, so only if both players play Winter Campaign cards can both players initiate one battle of their choice (including a single breakout).

Q: In the winter phase, “If either player has unplayed cards remaining they may use one card to place new units or add replacements.” This is the only time replacements are mentioned. Does it mean that card points can be used to rebuild units, including leaders?

A: In any normal game turn or in the winter phase, only “replacements” cards give steps to infantry, leader, and cavalry units on the board; command points cannot be used for this purpose. General note: In the card play portion of the winter phase, the one card played by each player can be used for three purposes only: to add replacements using a replacements card (instead of using the command points on the card), to bring on new units using command points, and to play a Winter Campaign event (instead of using the command points on the Winter Campaign card). Bringing new units onto the board in the winter phase works just like bringing units onto the board in a normal turn: one command point can be used to bring on an infantry unit, two command points can be used to bring on a cavalry unit, etc. These units may even be units that were just disbanded. Also note the limitation that fortress steps may not be added using command points in the winter phase.

Q: Is the winter phase the only time that leaders, if in supply and unbesieged, can be taken off the map and returned to the force pool?

A: You are correct that supplied, unbesieged leaders can be disbanded and returned to the force pool in the winter phase. However, *supplied* leaders that are used to merge steps are also returned to the force pool. For example, Austrian leaders Daun and Browne are at 2 steps and 1 step, respectively. If they are supplied, the Austrian player can combine them to make one of them a 3-step unit, thus disbanding the other for possible rebuilding.

Q: For the purposes of winter quartering, does a leader count towards its own wintering limit?

A: The leader does not count towards his own winter quartering limit. This means that Frederick at full strength can support eight units plus himself.

Q: In terms of checking for supply in the winter phase, what is the difference between what happens to units under siege and units not under siege?

A: Units under siege are not required to retreat during the winter phase, and there are no step losses for being out of supply during this phase (which is a phase, not a turn). Units not under siege and out of supply could lose steps equal to the number of enemy cities/units they must retreat through to reach a supplied city.

Q: In what order exactly do things occur in the winter phase? Specifically, if you have a leaderless unit prosecuting a siege, and that unit is necessary for a supply line to other units, what happens? If you check supply first, and quartering limits after, then everyone is in supply, the leaderless besieging unit dies, but the other units are fine (assuming they can quarter where they are). But it is also possible that the leaderless besieger dies, causing the other units to be out of supply, forcing them to retreat (through the now un-besieged enemy fortress).

A: The winter phase supply check is simultaneous and at the start of the phase your units were in supply, so it won't affect you until your next turn. It would apply to your opponent as well in that your one unit besieging a fortress could cut an army from its supply and drive it to retreat even though your unit will

die in the quartering check. Think of the order as: (1) Special supply check and retreat of armies back to a supplied city, and (2) Check for quartering losses.

Q: The rules for the Winter Campaign card state that “no new sieges are allowed.” Does this mean that (a) a field battle cannot be initiated in an area with a fortress, because that might cause a siege, (b) a field battle can be initiated in a city with a fortress, but the battle ends immediately if the defender deploys (or retreats) into the fortress, (c) a battle can be initiated in a city with a fortress, but the defender is not allowed to deploy (or retreat) into the fortress, because that would cause a new siege, or (d) something else?

A: Answer (b) is mostly correct. If the defender deploys in the fortress, the attacker must retreat or assault – not siege.

Q: If player 1 plays a Winter Campaign card and initiates a battle, is player 2 allowed to reinforce the battle with defensive reserve units?

A: Only if player 2 played a Winter Campaign card too, or if you're playing with the optional reaction rules. You can only move in the winter phase if you used the Winter Campaign card as an event to move one group.

Q: It seems odd that only one unit can winter in Berlin (a capital). This is correct, though?

A: Yes, Berlin by itself can only quarter 1 unit. It has the same limitation as all cities.

Detailed combat summary contributed to BGG by Jim Marshall: (edited slightly, used by permission)

REGULAR COMBAT ROUND

NB cavalry in the Form Up box and all reserves are not considered engaged; all other units involved in the combat are considered engaged.

Prior to the start of each combat round (assuming players have not already played a card in the current battle), first the attacker then the defender announces whether they intend to play a combat card or not. (Only one card may be played per player per battle.) Then both cards are simultaneously revealed, with any conflicting effects being resolved in favor of the defender.

Phase 1 – Leader fire

1.1 Each leader in a battle has a choice of:

- Retreating (in which case it doesn't fire), or
- Firing – roll as many dice as the leader's current strength in steps, score a hit for each dice that equals or exceeds the leader's combat power.

1.2 Leader fire. Hits scored by a leader are applied individually against the enemy unit with the highest strength in steps at the time of resolving each hit. (The owning player decides which of his/her units are hit if more than one unit qualifies).

However, leaders' fire can only be applied against enemy:

- Engaged infantry units
- Engaged leader units
- Cavalry units engaged against friendly leader/infantry units (see cavalry below).

If there are no surviving targets in the above categories, fire may be applied against enemy cavalry engaged against friendly cavalry.

1.3 All hits from leader fire are applied before moving on to infantry fire.

Phase 2 - Infantry fire

Essentially exactly the same as leader fire (above), except infantry units fire.

All hits from infantry fire are applied before moving on to cavalry combat.

Phase 3 – Cavalry combat

This is more complex than above. Note that options for cavalry units depend on where they start the combat round.

Also, as a general principle each hit scored by cavalry is applied against the eligible enemy unit with the highest strength in steps at the time of resolving that hit. (The owning player decides which of his/her units is hit if more than one unit qualifies).

3.1 Cavalry units starting the combat round in the **Form Up box** may either:

- Retreat (in which case they don't fire, and may not be fired upon or charged), or
- Remain in the Form Up box (in which case they don't fire, and may not be fired upon or charged)
- Charge.

3.1.1 Charging cavalry must charge opposing engaged cavalry unless they have a numerical superiority in units, in which case friendly cavalry units in excess of the number of engaged enemy cavalry units may charge leaders/infantry if preferred. (Owning player's choice of which specific cavalry units charge leaders/infantry, as long as any enemy cavalry is charged by an at least equal number of friendly cavalry units.)

3.1.2 Charging cavalry units roll as many dice as the unit's current strength in steps, and score a hit for each dice that equals or exceeds the cavalry unit's combat power. Note that cavalry charging leaders/infantry benefit from a +1 modifier on each dice rolled.

3.1.3 If one side has only cavalry in a battle on round 1 and chooses not to charge, or (at any time) has only cavalry in the form up box that did not charge, he must retreat.

Further, if both sides only have cavalry and neither charges, the attacker must retreat.

3.2 Cavalry units in the **Charge box** (i.e. they charged in the previous combat round) must move to the appropriate melee box.

3.2.1 Cavalry melees against the type of unit it charged in the previous round unless that type of unit is no longer present in the battle. If that type of unit is no longer present (due to elimination or retreat), the affected cavalry immediately moves to the Form Up box (and is thus eligible to charge or retreat in the following round).

3.2.2 Regardless of their combat point values, cavalry in melee against cavalry score a hit for each 6 rolled, while cavalry in melee against leaders/infantry score a hit for each 5 or 6 rolled.

3.3 Cavalry units in the **Melee box** may either:

- Move to the Form Up box (in which case they do not fire in the current combat round, but will be eligible to either retreat or charge in the following combat round), or
- Stay in melee, attacking the same type of unit (cavalry or leaders/infantry) in which they engaged in melee in the previous round
- Retreat

ORDER OF FIRE

On the first turn, the effect of defending leaders' fire is applied before the effect of attacking leaders' fire, and similarly the effect of defending infantry fire is applied before the effect of attacking infantry fire.

In all other cases the effect of fire is considered simultaneous (i.e. both sides fire before hits are applied), although in each phase the attacker must declare which of his units is retreating or firing before the defender. Similarly, the attacker must declare what his cavalry will do before the defender.

EFFECTS OF RETREAT

If a unit is retreated, it cannot fire but may receive hits for the duration of the combat phase before retreating (i.e. retreating leaders may receive hits from enemy leader fire on the turn on which they retreat, but are not eligible to receive hits from enemy infantry or cavalry). Retreated units are still eligible for receiving pursuit hits from the victorious player's cavalry.

Units are retreated to friendly cities as per the published rules.

PURSUIT

The published rules are clear.

RESERVES

The published rules are clear. (NB when initially setting up a battle, it may be worth holding cavalry in reserve just behind the battleboard to avoid confusing them with cavalry in the Form Up box).

Also, note that if a side has units in reserve but no engaged units, a new battle commences with the reserves as the attacking units.

Small but Important Differences between Prussia's Defiant Stand and Crusader Rex

This quick summary of differences is for those players already familiar with Crusader Rex who are learning (or relearning) how to play Prussia's Defiant Stand.

Prussia's Defiant Stand	Crusader Rex
Field battles last until all units on one side either retreat or are eliminated. Fortress assaults last until the attacker breaks off the attack or until all defending units are eliminated.	Both field battles and castle storms last 3 normal rounds (at most), plus a 4th "parting shot" round if needed.
Combat occurs in class order: leaders, then infantry, then cavalry. In round 1, defenders fire first in leader and infantry classes; cavalry combat is simultaneous. Starting in round 2, combat in each class is simultaneous.	Combat always occurs in A/B/C order, with defenders firing first.
Units can retreat to a single adjacent, friendly, supplied city along any road. Retreats to multiple cities are allowed if multiple leaders or nationalities are present. Units that do not have a friendly, supplied city available for retreat move across the board through enemy units and other cities (and lose steps accordingly) until they end up in a friendly, supplied city.	Units can retreat to any adjacent friendly or vacant cities (following road limits) – but only using roads that were last used by friendly units to enter the battle location. Retreating units that cannot do so are eliminated.
Besieged units cannot breakout (sally) until the second game turn of the siege.	Besieged units can breakout (sally) on the first game turn of a siege.
Fortresses (castles) do not immediately change hands when there are only enemy units in the area; instead, lone fortresses must be assaulted or sieged in order for them to switch sides.	Fortresses (castles) immediately change hands when there are only enemy units in the area.
The player who plays the lower CP card decides who goes first. The Prussian player decides who plays first in the case of ties. (If one player plays a card for replacements, that player is the first player. If both players play a card for replacements, the Prussian player goes first.)	The player who plays an event card or the card with the highest move number goes first. The Frank player decides who plays first in the case of ties.
Group movements and marshals (musters) are limited by the current command limit (twice the current strength points) of activated leaders.	Any number of units in a group may be group moved/mustered, subject only to road limits.
Units on major routes may move through unbesieged enemy units as long as screening units equal in number to the enemy units (including fortresses) are left behind.	All units must stop moving as soon as they enter an area with unbesieged enemy units.
Fortresses (castles) do not provide replacement steps at the end of each year. Replacements can only be gained through the playing of replacement cards.	Fortresses (castles) provide replacement steps at the end of each year.
New units can be selected and placed in uncontested, supplied home cities – after movement is complete - through the use of unspent command points.	One new unit per game turn per player (except during the first year) is drawn at random from the draw pool.
In the Command Phase, units/leaders are activated (tipped over), a FoW roll is made, and then movement is carried out in turn order.	Movement is carried out in turn order.
Four units may be deployed into a fortress. Six units maximum may assault (storm) a fortress.	The number of units equal to the castle's rating may be withdrawn into a castle. Generally, a number of units equal to twice the castle rating may storm the castle.
For winter quartering, fortresses support 4 units, leaders support a number of units equal to their command limit, and cities support 1 unit.	For winter quartering, cities support a number of units equal to three times their castle rating (if friendly) or equal to their castle rating (if enemy occupied).