



## ERRATA & CLARIFICATIONS, APRIL 2020

Please do not hesitate to ask any questions or doubts not covered here through:

<https://boardgamegeek.com/boardgame/301572/great-crisis-frederick-ii>

<http://talk.consimworld.com/WebX/1de18d10/8>

### ERRATA

#### COMBAT:

- ◆ In fort battles, besieging commanders do not give a leadership bonus. Besieging units only hit on 6's.

#### LINES OF COMMUNICATION:

- ◆ LoC / Isolation is checked for **all alliances** at the beginning of a phase, not only for the active alliance.

#### MARCHING:

- ◆ A **march stops** for the phase not only by entering a space with unbesieged enemy units, but **also for entering an enemy controlled space**. The March example is wrong because Gorlitz is not Prussian controlled.

#### MOBILIZATION AND RECOVERY (WINTER):

- ◆ The number of units a nation can transfer equals the number of **unbesieged** resource spaces they control.
- ◆ The space, to which units can be transferred must be controlled by the same **Nation**, and LoC to same **Nation**.

#### RECOVERY:

- ◆ Units **cannot** recover if on an enemy controlled space, when under siege or when isolated. This is true in Winter and in player's phases.

#### SETUP:

- ◆ The resource marker for Austria should start on the '5' space as indicated in the setup text, not on the '8' space as in the setup graphic.
- ◆ There is one surplus GB and Hanover unit, please ignore this one counter, the rulebook depiction is correct here.

#### TACTICS CARDS:

- ◆ If you have more than one commander in a battle, the Tactical Rating of the commander with the highest Leadership Value determines the cards that can be used.

### CLARIFICATIONS

#### COMBAT:

- ◆ If a space is activated for combat (by moving units in or spending 1 AP), field and fort battles will take place there (if applicable). There is no need to spend another 1 AP for the fort battle.
- ◆ Regarding tactics cards, both players must choose their cards at the same time if the condition on the card says "[...]at the start of a battle". This means for example that the Austrian player would have to play the **High Ground** card before knowing if there is a **Surprise Attack** card from the Prussian. In short: Both players must make the decision and then the attacker's effects take place first.
- ◆ Just to make this clear once again: **No cards may be used in Fort Battles**.
- ◆ A leader inside a fort may only give his bonus to the fort battle. If there is a field battle taking place in this space before the fort battle, the units in the field battle do not get his bonus.
- ◆ When a retreat is cancelled by a **Cavalry Charge** card, the AP for the failed retreat is NOT spend. Put it the other way around, you only must spend a penalty AP if the units really leave the space in a retreat.
- ◆ A retreat into a fort is not possible. The only way to get "on defense" and thus be marked with a fort marker, is to make this decision at start of the field combat in that space.
- ◆ To end a field combat, all units of one side must have been eliminated or actually retreated out of the space. A failed retreat (due to the opponent's play of a **Cavalry Charge** card) does NOT end the combat.
- ◆ If a depleted unit takes another hit, it goes to the reserve box on its default (full) side. Units in the reserve box are always on their default side and get mobilized on their default side too.
- ◆ The effects of the **Wetlands** card remain for all the battle.

#### SETUP:

- ◆ When it says (for example): **Prague, 8-units, including FM Browne**; this means that Browne counts as one of those 8-units.

#### TACTICS CARDS:

- ◆ If two cards of the same type are played at the start of battle, ignore the second card (e.g. 2x Forest, or 2x Oblique Attack will not double the effects).
- ◆ **Recall** is not strictly limited to the **enemy**. You may recall your own leader.
- ◆ **Rapid Mobilization**: Units may go into different spaces not under siege.

#### VICTORY CHECK:

Victory conditions are checked as follows:

- ◆ **Austrian Victory (10.1)**: End of Austrian Alliance phase
- ◆ **Prussian Victory (10.2)**: End of Prussian phase
- ◆ **Draw**: When a Turn End Chit Is drawn after Death of Elizabeth has occurred or at game end.

#### WINTER:

- ◆ **Step 1 (Use cards)**: For the order of play, both players choose a maximum of one card at the same time and the Prussian player resolves effects first. **The Q&A regarding "Rapid Mobilization" was referring to playing the card before a March Action.**
- ◆ **Winter Depletion**: You should roll for besieging units (once, and with modifier if isolated). You should also roll for all isolated units that are not besieging (also with modifier). But no unit must ever roll twice for depletion.
- ◆ **Winter depletion**: For example, if there are a depleted commander, 5 troops besieging (2 of them depleted), you roll one die for each specific unit, so you roll once for the commander, 3 dice for full-strength units and twice for the depleted units.