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# STRONGHOLD

2<sup>nd</sup> edition

## FAQ/ERRATA Version 2.0

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Hello! We are sorry that you are having problems with our game, Stronghold 2nd Edition. We hope this document will help you answer any questions or concerns you may have. If you don't find your answer here, please accept our sincere apology. You can contact me directly at [chevee@portalgames.pl](mailto:chevee@portalgames.pl) and I will personally answer your questions as soon as possible.

I will continue to maintain this document as new questions arise to help future players. Thank you for helping to make this document as solid as possible!

### What's New

New entries are marked with a red #

- Rule Change: Moving Around the Stronghold - Swap Spaces (p5)
- Rule Change: Golden Rule (p6)
- Added multiple new questions and answers

# STRONGHOLD FAQ - INVADER

## Invader Units

# **Q: Do discarded Invader units, from paying for Actions or lost during an Assault, go back into the Bag or are they removed from the game?**

A: They are removed from the game.

## SIEGE MACHINES

### Catapult/Trebuchet

**Q: If a Catapult or Trebuchet hits a Tower and that tower has a Cannon, Pole, or Bay Window, the Defender's item is destroyed. What happens to any Marksmen present? What happens to the Marksmen if no defense mechanism is present?**

A: Nothing happens to the Marksmen. They are safe in the Tower!

## EQUIPMENT

# **Q: Can invader equipment be built at a wall section with no actual invading units there?**

Yes.

## RITUALS

### Bloodstone Ritual

**Q: The Catapults and Trebuchets do not kill defender units. Will this enable them to do so?**

A: Yes

### Blood Magic

**"Sacrifice at least 5 Goblins to Rituals"**

The use of "Sacrifice" here means that you must spend 5 Goblins total when paying for Rituals.

## GALE

# **Q: If a player tries to move to a wall, and a Gale is revealed there, do they have to continue the move, or can they decide not to and avoid losing the extra hourglass?**

You have to continue declared action and spend an extra hourglass.

# **Q: What happens in the above example if the defender only had 1 hourglass left?**

The move is cancelled and the hourglass is lost.

# **Q: Do you have to place all 3 ritual tokens when performing a ritual action?**

No.

# STRONGHOLD FAQ - INVADER

## MANEUVERS

- # **Q: Can you execute the minor and major maneuvers in either order?**  
Yes.

## ORDERS

- # **Q: On page 9 it says that Order tokens may be given to units „engaged in combat”. What does that mean?**  
This is flavor text which means: You need to have units at a wall section.

## TRAPS

### Troll Trap

**Q: My opponent put a Troll Trap on the path connecting a Rampart and Wall. The Wall has a maximum occupancy of 3. Can I move 4 units, which include a Troll, to this wall since only three of the units will make it to the wall (because the Troll will get caught in the trap.)**

A: Yes

## MARAUDERS

- # **Q: Do marauder units count against the total number of units you are allowed to move from a rampart during a maneuver action, or as they purely a bonus?**  
They are bonus. IF you did a minor maneuver and moved five units past the marauders, the two bonus units would join the group for a total of seven.

## OBJECTIVES

### Not a Single Stone and Experienced Gunners

**“Destroy 2 Wall sections. “**

To Destroy a Wall section, you must remove all Wall pieces from that section. Cauldrons are not considered.

If the Defender builds a Wall piece on a previously destroyed section, you may still count that section for this Objective.

# STRONGHOLD FAQ - DEFENDER

## DEFENSE PLANS

### **This is Agaria!**

**“Choose 1 Wall section: Kill a number of Invader Units equal to 3x the total Strength of your Units killed there.”**

Total the Strength of your Killed units and kill a number of Invader units with the same total Strength.

*Example: The Invader has 2 Trolls, 1 Orcs, and 1 Goblin present and you have 2 Soldiers, and 1 Marksmen. The total Advantage is 2 for the Invader and you must lose 1 Soldier. If you play “This is Agaria!”, on this Wall section, you may kill Invader Units with a total of 6 Strength. In this example, you may kill the 2 Trolls. All Defender Units killed this turn are removed from the game and are not placed at the Hospital. Discard “This is Agaria!” after this turn.*

### **Farlon's Hope**

**“Kill any number of your Units in the Courtyard to kill enemy Units of equal Strength at 1 Foreground.”**

You may discard any number of your Units in the Courtyard. Total the Strength of the units discarded. Choose one Foreground and discard a number of Invader Units with the same total Strength.

## BARRACKS

**# Q: In the Barracks, the effects let you „remove” a unit and „replace” it with another unit. Where is the unit removed to?**

Back to your supply (off the board)

## CATHEDRAL

**# Q: Does the Marksmen's Blessing require all Marksman on its side to target the same rampart?**

Yes, they must all target the same rampart.

**# Q: Can the targeted rampart of Marksman's Blessing be on any side of the Stronghold?**

It must be on the same side as the Blessings token.

## GUARDS

**# Q: For the Guards Action, when you „sacrifice” the marksman, where does it go?**

Remove it from game (rather than send it to the hospital).

# STRONGHOLD FAQ - DEFENDER

## MOVING AROUND THE STRONGHOLD

### # SWAP SPACES

**Rulebook v1.2 incorrectly states: Instead of moving to a free space, a Unit may swap places with another Unit anywhere on the board.**

**This should read:**

Instead of moving to a free space, a Unit may swap places with another Unit in an adjacent space. Heroes may also swap in this manner.

## HERO ORDERS

**# Q: There is a Hero Order that lets you move a unit to any building (except the Guards or Barracks), in order to add an hourglass token there. Does the unit have to stay there indefinitely?**

No. You can move him using an hourglass as normal. GENERAL RULES

# STRONGHOLD FAQ - GENERAL

## GENERAL RULES

### # GOLDEN RULE

**Rulebook v1.2 incorrectly states: Any time a Unit is killed as the result of a combat or player action, the player who won the combat, or executed the action, chooses which units to kill.**

**This should read:**

Any time your Units are killed as a result of combat or action, your opponent chooses which of your units are killed.

**# Q: Are the Action cards that go face down during setup considered hidden or open information?**

A: Open

**# Q: At the start of a round, if the invader chooses to resolve the Briefing card, but doesn't take the Exchange action, does the Defender still get a turn to spend their hourglasses?**

Yes.

**# Q: How many hourglasses does the Defender have at the start of the first round, before the Invader has taken any actions?**

Six. Four from the setup and 2 more that they receive at the start of every round.

**# Q: Are Hero discs considered units?**

No.

**# Q: Why there are different numbers of units shown on the Invader Order tokens? For example, Goblin Fury is shows 4 goblins on the token, but if there are 5 goblins at the wall, don't they all they all go berserk?**

The number of units shown on these tokens mean nothing, just the color.

**# Q: At most, how many walls pieces can be built at a wall section?**

As many as you have pieces to put there.

**# Q: At most, how many Traps may be built on a single path?**

One.

# STRONGHOLD FAQ - GENERAL

# **Q: When winning a combat, can Advantage be used to remove Wall Pieces, Heroes, Cauldrons, Ladders, etc?**

No. Advantage may only be used to kill Units.

# **Q: Can you explain breaching a wall in more detail?**

To breach, the Invader must win the Melee combat on a wall, and have an Advantage high enough to defeat all Units on that wall, and THEN, still have at least 1 advantage remaining. If they do, even if there is a wall piece, or Hero there, the wall is breached.

# **Q: Can you explain breaching in less detail?**

If the Invader has Advantage greater than the strength of all the Defender units on the wall, they breach the wall and win the game.

## CANNONS SHOOTING



# STRONGHOLD FAQ - GENERAL

## MOVEMENT AROUND THE STRONGHOLD

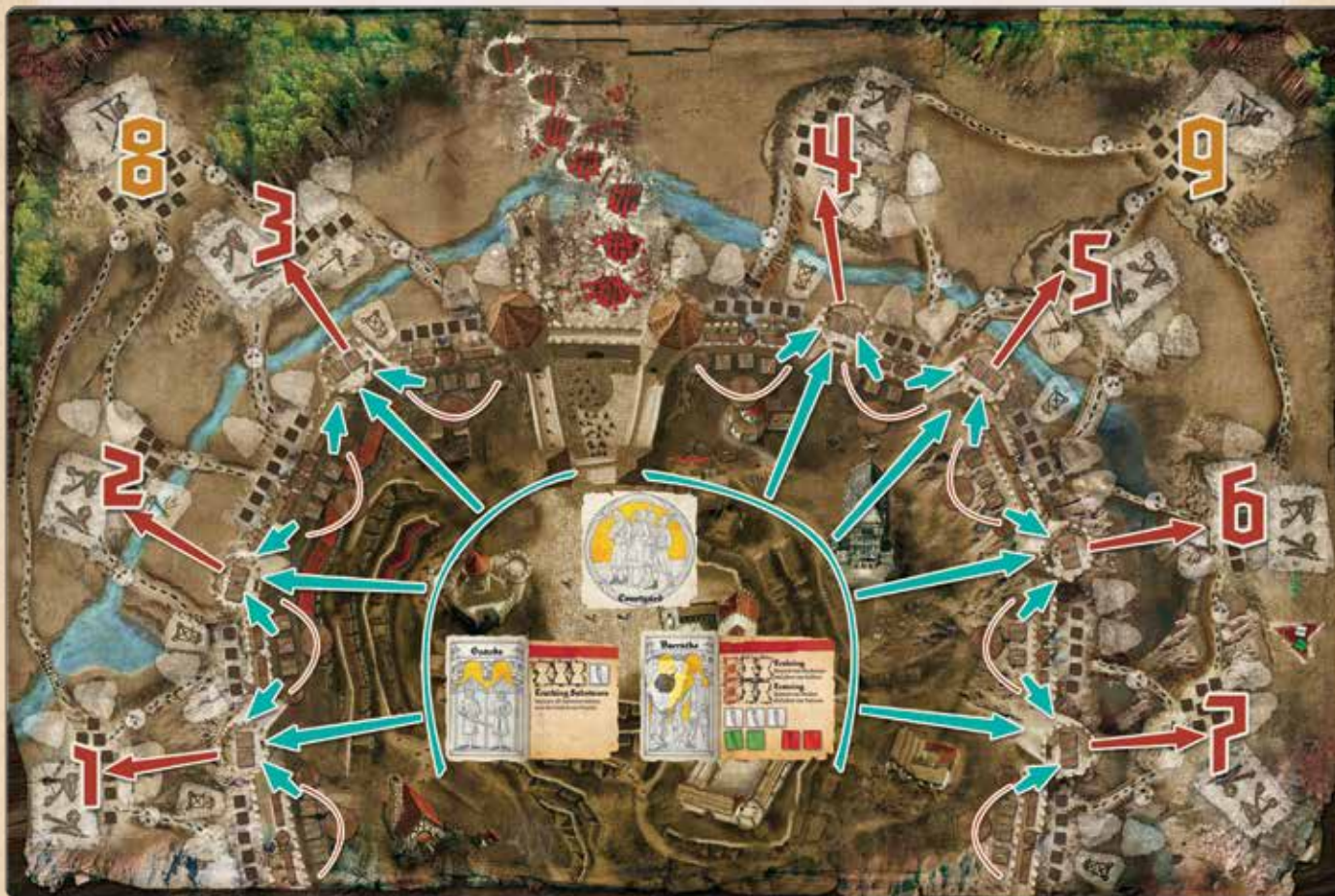
# **Q: Are the two wall sections adjacent to the front gate considered adjacent?**  
No.


### # **ADJACENCY**


As shown below, Wall sections on either side of a Tower are considered adjacent. Additionally, Barracks, Guards, and Courtyard are considered adjacent to all spaces on the board.

*EXAMPLE: You want to move a Hero from the right side of the Stronghold to the left. This would cost 2 Hourglasses. One Hourglass to first move the Hero to the Courtyard and the second Hourglass to move from the courtyard to the desired wall section.*

## TOWERS: MOVEMENT AND SHOOTING



 movements (both ways)

 shooting of Marksmen in Towers