

STRONGHOLD FAQ - INVADER

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!

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.

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

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.


CANNONS SHOOTING



STRONGHOLD FAQ - DEFENDER

Movement to towers and shooting from the towers



 movements (both ways)

 shooting of Marksmen in Towers

STRONGHOLD FAQ - GENERAL

GENERAL RULES

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.