The following collected rulings are taken from the last official FAQ (13 January 2013), with very slight formatting and reorganization. Some items have now dropped off due to additional clarifying language in the 2024 reprint rules.

Frequently Asked Questions

2.4 Control Markers

The rules in this section explicitly state that there is no limit to the number of hexagonal control markers. Are there any other markers that are not limited by the counter mix?

Yes. Assume that there is no limit on any of the following counters:

- -1/+1 Card
- Allied/At War
- Fortress
- Hexagonal Control Marker
- Loaned Naval Unit
- Unrest
- These VP markers: Activated Major Power, Assassination, Dutch Revolt, Enterprise of England, Master of Central Europe, Piracy, Slave Trader, Virginia Dare, War Winner, Wedding

All other units are strictly limited by the counter mix.

2.5 Europe Map: Inland Waterways

If my ally controls Flushing or Brielle may my units move, intercept, etc. across an inland waterway?

Yes.

2.5 Europe Map: Ports

There is a port symbol in between Haarlem and Amsterdam. Which one is a port?

Amsterdam is a port, Haarlem is not.

9.1 Negotiations

Can agreements announced during the end of a Negotiation Segment involve more than 2 powers?

No. All deals are between just 2 powers. You can talk away from the table (or over email) in groups of 3 or more players. However each announcement that is made (and subsequently confirmed or rejected by the power that is later in Impulse Order) must be between exactly 2 powers.

9.5 War Between England and Spain

Does passing *through* the Netherlands (even if stopping somewhere *outside* the Netherlands) during spring deployment cause the immediate trigger of war between Spain and England?

Yes.

If England and Spain are allied, can Spanish troops enter Scotland or Ireland?

No.

10. Spring Deployment

When England chooses from eligible sea captains to deploy to the Europe Map as naval leaders, can they choose a sea captain that survived a navigation check to stay in an ocean zone over winter?

No.

Can newly-added army leaders spring deploy on the same turn as their arrival? The restrictions include “Only land units and army leaders that start this phase in their capital may use spring deployment.”

Yes, newly-added leaders can spring deploy. The language on the first restriction is a holdover from Here I Stand (where new leaders were placed during the Card Draw Phase).

12.4 Unrest

Can you spring deploy out of a capital in Unrest?

Yes. You may not deploy *into* or *through* a space in Unrest, but out of such a space is permitted.

12.5 Displacement

Where do displaced units go if their capital is enemy-controlled and the nearest fortified space is besieged? Are they eliminated?

The units are not eliminated. They cannot move to a space under siege. If the capital is not an option, keep looking for the next nearest fortified space that isn’t besieged.

The displacement rule only mentions what happens to units friendly to the previous owner of the space. What happens to units who were besieging a space when control changes (e.g. *Day of the Barricades*, *Gouvernante de France*, *Paris is Worth a Mass*, etc)

Besieging units also get displaced.

Can you split up displacing units so that some go to the nearest fortified space and the rest return to the capital?

No. Choose between the nearest fortified space and the capital and then displace all units to that single space.

16.4 Piracy: Europe Map

When pirating a non-enemy with 2 or more ports adjacent to the sea zone and only 1 corsair remains after taking hits in Step 3 of the procedure, how many base dice are rolled?

1 base die. Only corsairs count as “naval units of the active power” in Step 4.

17.4 Expeditions

When does a Sea Captain’s voyage end?

A voyage ends whenever a Sea Captain comes into port; if he returns to Europe *or* if he winters in a colony.

18.5 Protestant and Catholic Conversions

Do I have to allocate all conversions I receive from the dice rolled in Step 1 of these procedures?

Yes. Once the conversion attempt procedure is initiated, you must apply all the hits rolled. However it is okay if some minor conversions are not applied if no eligible space exists when you get to Step 5 of these procedures.

Can you choose to convert only spaces that are already in unrest to avoid having to add a new Unrest marker?

Yes.

19.4 English Catholic Rebellion

Are these two attack dice modifiers cumulative: “+2 dice: Spanish regular in Ireland or Scotland”; and “+4 dice: Spanish regular in England”?

Yes, they are. However if there are Spanish regulars in both Ireland and Scotland, the Spanish player only receives 2 extra dice (not 4).

22.2 Scientists: Evaluation

How many times does the Observatory bonus return a scientist to the available pool?

Only the scientist who initially claims the Observatory is returned to the pool. Subsequent scientists sponsored by the holder of the Observatory will get the +2 bonus, but not be returned to the pool.

22.2 Scientists: Le Testu

Sea captain Le Testu successfully circumnavigated and was placed on the Turn track. Scientist Le Testu is available in the scientist pool. Can he be sponsored this turn as a scientist?

No. Le Testu may only be used one way in a single turn.

23.2 Spain: Treasure Fleet Procedure

Step 4 of the Procedure says to “initiate piracy”--does a power place one of its piracy markers? Is a power prevented from attacking the Treasure Fleet if it (or 2 other powers) previously pirated the ocean zone this turn?

No piracy marker is placed, and earlier piracy attempts in the ocean zone where the Treasure Fleet appears do not block or prevent a power from attacking the fleet.

23.2 Spain: Armada and Winter

The Armada (carrying land units) is forced in winter to return to a port in unrest. If the land units remain aboard the Armada for winter, do they suffer attrition? If they choose to return to a capital instead, do they suffer attrition for passing through the space in unrest?

The land units will not suffer attrition if they remain aboard the Armada, but will suffer attrition if they leave it and return to a capital.

23.4 France: Deaths of Charles IX and Henry III

After Charles is murdered by a wedding result, France drops to no card bonus and 0 Admin rating. What happens if Henry is assassinated before the *Henri III (Anjou)* mandatory event is triggered?

Adopt the rule for Henry III's death when the event occurs; France gets no card bonus and 1 Admin rating.

23.6 Protestant: Capitals

Can Huguenot units winter in the Dutch capital if it is the closest fortified space (and vice versa)?

No. For the purposes of wintering, Huguenot units should treat the Dutch capital as a fortified space controlled by another (friendly) power. Thus they cannot winter in that space at all; if they started the winter in such a capital they would have to be displaced to the nearest friendly fortified space (which could be another Dutch space with less than 4 units). The same rule would apply for Dutch units with respect to the Huguenot capital (and minor power allied units with respect to BOTH capitals).

24.6 Diplomatic Status Resolution

Do the Protestants still receive the +2 bonus to Scotland's diplomatic status resolution if one of the spaces under Protestant religious influence is in unrest?

Yes.

Unresolved Matters

Dunkirkers and Inland Ports

If the only Dutch ports Spain controls are Rotterdam and/or Antwerp, which are the special inland ports with "a subset of the properties of a full port space" (16.7), can they get the free piracy roll from this event? Piracy *into* Rotterdam/Antwerp is allowable in the right circumstances, but would it be allowed *out* of those spaces without control of the connected standard ports of Brielle/Flushing? Background unanswered thread: https://boardgamegeek.com/thread/2473496/dunkirkers-event-spanish-port-requirement

Self-Targeted Assassination

Can England try assassinating Elizabeth in order to kill a captured Mary to protect itself later from the associated ECR modifiers? Can you try assassinating your own army leader to be forced to discard your last card (e.g., a mandatory event you don't want to see played)? Background unanswered thread: https://boardgamegeek.com/thread/1860719/can-player-self-assassinate

Duke of Guise

The rules constraining Guise's location are silent on displacement–if he got displaced and the first qualifying location was Besançon, would he be eliminated instead? Background thread: https://boardgamegeek.com/thread/1158996/displaced-duke-guise

Naval Leaders Left Alone After Europe Piracy Defense

The Europe Map piracy procedure does not specify what to do with a naval leader left unaccompanied by naval units after applying piracy defense hits. They get placed on the Turn Track if left alone by a naval combat result, but that is a different procedure.