

Virgin Queen – Frequently Asked Questions

Last updated January 6, 2013

Latest Changes in [BLUE](#) text.

Map

Portuguese Treasures:

The text on the map indicates that during winter, after a treasure is drawn by the player controlling Lisbon, “All others are discarded.” However the rules in Section 6.3 talk about dealing “Treasures as needed to fill the 3 boxes on the row for Portugal”, implying that treasures remain on the map. Which is correct?

Either process is perfectly acceptable. However my recommendation is to NOT discard the remaining Portuguese treasures in winter (since that saves some time).

Reference Chart (Front)

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).

Power Cards (Protestant)

The text to the left of the Bonus VP box says “don’t have 1 key in both Netherlands & France.” How many cards does the Protestant draw if they control only Amsterdam and Edinburgh?

Treat the phrase “& France” as a shorthand for “and outside the Netherlands.” So they are only limited to 4 cards if they don’t control both one key in the Netherlands AND one key somewhere else on the map. In the example above they would have one in each of these areas (revealing both of the orange spaces on their power card) so they would draw 5 cards.

Cards

Please refer to the Card FAQ included on Page 30 of the Scenario Book first, before looking for clarifications here.

Can the following cards be played as events during your impulse (assuming the conditions for play are met)?

#11 Dragut Falls (second option)

#13 Reiters

#15 Storms (second option)

#41 Border Reivers (either option)

#43 Experienced Pilot

#45 Scurvy (second option).

Yes. This is a general property of all Response cards. This ability was specifically listed on the cards #16 Sultan’s Harem (first option), #58 Jeanne of Navarre (first option), #89 Mary Queen of Scots (second option), and #102 Sir Edward Stafford (second option). However it should apply to the six cards above too, allowing all Response card effects that work as events to be played during your own impulse.

#3 Spanish Road:

Can a move with this card be intercepted?

No.

#5 Papal Bull:

Does any portion of the event on this card occur if the Papacy’s Diplomatic Status has already been resolved this turn?

No. If it is played in this situation, just place the card in the Discard Pile; the power playing it then spends 2 CP.

#6 Selim II:

Can this Mandatory Event card be discarded by the event *Witchcraft* (creating a situation where Suleiman does NOT die by the end of Turn 2)?

Normally Mandatory Events can be discarded when a player is hit with *Witchcraft* (or another event/action that forces a discard from their hand). However *Selim II* is a special case. Assume this card can NEVER be chosen when a player is forced to discard, ensuring that Suleiman will die no later than the Turn 2 Action Phase. Another case that might see Selim skipped is in a game with less than 5 players if the Ottoman is deactivated at the start of Turn 1 (and Selim did not come out on Turn 1). In this case retrieve the *Selim II* card from the deck during the Turn 2 Winter Phase and trigger its event at this time.

#11 Dragut Falls:

If this is played in the Tutorial Scenario, how do you award a VP to Spain?

In this case the Ottoman loses 1 VP. Use a Slave Trader -1 VP token to remember this loss.

#16 Sultan's Harem:

Can this card be played before the first impulse of the turn to stop the Ottoman from receiving the first move?

No. The card must be played before an Ottoman impulse starts to force the Ottoman player to skip that move. However a response card such as this cannot be played until the Action Phase has begun, making it impossible to play it before the first Ottoman impulse.

#17 Army Mutiny:

May a power use his Home Card to retain regulars? What about a Mandatory Event?

Yes to the Home Card; no for a Mandatory Event.

#22 Genoese Bankers:

Can the Ottoman use this event to gain a colony before they have constructed the Suez Canal?

No, but they could use it to launch an expedition on its Damaged side and then spend 3 CP on naval moves or piracy.

#41 Border Reivers and #89 Mary Queen of Scots:

Can both these cards be played in response to the same Diplomatic Status check for Scotland?

Yes.

#66 Sea Beggars:

Can the Protestant still take the piracy roll if a Protestant piracy marker is already in the North Sea?

No, the piracy roll would be lost if the Protestant (or two other powers) have already initiated piracy in the North Sea this turn.

#74 Scottish Lords Rebel (and the cards #20 Eloquent Ambassador/#88 Mary Queen of Scots):

All three of these cards can be used to initiate a check of Scotland's Diplomatic Status. However as mentioned in the errata, *Scottish Lords Rebel* has additional effects beyond those that usually result from the Diplomatic Status Procedure. Can you summarize how the diplomatic status check from this card is different than one from *Eloquent Ambassador* or *Mary Queen of Scots*?

There are differences both in Step 2 (Roll Dice) and Step 4 (Activate).

Step 2 (Roll Dice): All checks on Scotland should apply the die roll modifier for religious influence in Scottish spaces listed in Step 2. When resolving *Scottish Lords Rebel*, also give a +1 die roll modifier to the power that controls Edinburgh.

Step 4(Activate):

If the check was triggered by *Scottish Lords Rebel*, the procedure is always the same:

1. If result is alliance with England or the Protestant and Mary Queen of Scots is alive in Scotland she becomes captured in England.
2. All Scottish spaces come under control of the power who wins the diplomacy roll.
3. All units in Scotland not allied with the controlling power are displaced. Units allied to the controlling power remain in place.
4. Remove all Scottish troops from the map and replace with 2 Scottish regulars in Edinburgh.

If the check was triggered by *Eloquent Ambassador* or *Mary Queen of Scots*, the activation is resolved just as it would be for any other minor power. Step 4 can be divided into these cases and summarized as follows:

- Power that won status check was already Scotland's ally:
 - No changes at all take place.
- New power now controls Scotland; all Scottish spaces were controlled by this former ally:
 - Deactivate the power from its current ally (if any) and then activate it as an ally of the winning power. All spaces in Scotland will be under control of this power. Units from other powers are displaced if they occupy one of these minor power home spaces that just had a control marker removed.
- New power now controls Scotland; some Scottish spaces were controlled by a power other than this former ally:
 - Deactivate the power from its current ally (if any) and then activate it as an ally of the winning power. Spaces in Scotland that had been under English, French, or Protestant control will now be under control of the winning power. Spaces in Scotland that had been under control of another power (such as Spain) remain under control of that other power. Units from other powers are displaced if they occupy one of these minor power home spaces that just had a control marker removed.

#80 Black Queen:

The second option on the card reads "... or take a single Espionage action as if you had spent 3 CP." Does that mean that France cannot use this to take a Gain Intelligence or Plant Operative action since they cost only 2 CP? No, you could choose either of these actions. Treat the card as if it was written "or take a single Espionage action as if you had spent up to 3 CP".

#92 Double Agent:

How is an "enemy" informant defined? Does this have to be an informant on the power card of the player triggering this event?

An Informant from any power is enemy; you do not need to be at war. And yes, the Informant must start the impulse on the power card of the player triggering the event.

#95 Louise of Lorraine:

Does Louise of Lorraine age even if her card has not been played?

No, she doesn't age until she enters play and is present on the Available to Wed chart.

#103 Act of Abjuration:

Can the space chosen in the Netherlands be in unrest? Does it have to be Protestant-controlled? Does it have to be empty? Must the target space be explicitly stated as part of the offer?

The space may be in unrest. It must be Protestant-controlled and free of units controlled by other major powers. The space should be designated in the offer (but there is nothing preventing the Protestant from suggesting his preferred destination while everyone is trying to figure out what they'd like to offer).

#106 Drake/Hawkins Expedition:

Can this expedition carry 2 treasures or 4 if both captains are undamaged? What about if one (or both captains are damaged)? If one captain has been eliminated can this expedition still destroy a fortress?

2 treasures if both captains are undamaged; 1 treasure otherwise.

If one captain has been eliminated can this expedition still destroy a fortress?

The expedition can still destroy a fortress, even if just 1 captain remains (and even if he is damaged).

How do you resolve the event *Northwest Passage* against a Drake/Hawkins expedition?

First roll against Drake's (higher) Navigation rating. If that fails the expedition is cancelled and you should have each captain roll individually to see if he survives.

#109 Union of Arras:

Add to the FAQ entry:

If the Dutch capital is in a split orange/yellow space it is displaced. Place the capital marker on the Turn Track; it may reenter play during a rebellion on a future turn.

#111 Paris is Worth a Mass:

Add to the FAQ entry:

Paris is treated as a split French/Huguenot home space for the rest of the game.

Rule Book

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 Inland Waterways and 16.7 Antwerp and Rotterdam:

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

Yes.

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 two powers.

9.3 Ransom of Leaders

In a game with less than 6 players, what happens to a leader captured by an Activated Major Power that has since been deactivated? Can that leader be ransomed?

Yes. The cost is still one random card draw. In this case that card is immediately discarded (even if it is a Mandatory Event).

10.0 Spring Deployment, Treasure Fleet Escorts

Can Spain spring deploy loaned galleons to the treasure fleet escort?

No.

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.

16.1 Naval Movement

Are Patrols affected by Trade Winds or Hazardous Passages?

No. Patrols moving as part of a Naval Move may cross these map features without suffering any adverse effect.

16.6 Circumnavigation

After a Sea Captain circumnavigates is he removed from the game or just from the map?

Place him on the Turn Track. He is eligible to reenter play at the start of the following turn.

18.5 Protestant and Catholic Conversion Attempt Procedure

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, it 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.

19.0 Espionage

All three Espionage actions receive 2 extra attack dice from "Informant (from previous impulse)". What exactly does this phrase mean?

The attacking power receives the extra dice if it had an Informant on the target power's Power Card at the start of this impulse (implying the Informant was placed on a previous impulse).

20.4 Winter – Naval Units Return Home

Do patrols move during the Winter Phase?

No, they remain in their current Ocean Zone.

If a sea captain returns to a colony, can he bring an unplaced colony with him? If yes, what happens if the colony now holding the expedition is eliminated during the New World Riches check (8.4)?

Yes it can winter at another (established) colony. If the established colony is eliminated, the unplaced colony is moved into the Ocean Zone with the sea captain. At that time, it may be immediately placed in an empty settlement, just as if the captain had just moved into that zone. Do not make an additional New World Riches check for this brand new colony!

20.10 Catholic League Formation

When checking to see if the Catholic League forms are spaces in Unrest counted?

Yes. (The rationale here is that the ultra Catholics can point to that unrest as a good reason they need to mobilize against the Huguenots).

21.1 Resolving Marriages - Marriage Bonuses

Can William of Orange be killed by the "Husband murdered" result, or does his marriage bonus that allows him to return if he does not score VP protect him?

William is removed from the game with the "Husband murdered" result. Make sure to remove both the Royal counter/card and the Army Leader. William's bonus only takes effect after marriage results of 7, 8, 10, 11, or 12. If a Last Minute Cancellation (the 9 result) occurs, he remains on the Available to Wed track and must undergo an Aging roll.

If Don Carlos marries Anna of Austria, whose reroll power is applied first?

Apply Don Carlos' (negative) reroll power first, then Anna's (positive) one.

Does Henry of Navarre's marriage bonus apply if he marries Louise of Lorraine (who was played by France)?

No.

21.3 Aging

What happens to a royal with an eligibility rating of 1 that ages?

The royal counter and royal card are removed from the game. However if that historical figure is a ruler or army leader they still retain those roles in the game; they just are now too old to be still eligible to marry.

23.2 Treasure Fleet Attack Procedure, Step 1

Do you add another treasure even if the row of Spanish treasures is already full?

Yes, this is an extra treasure that comes into play whenever this Mandatory Event shows up.

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).

23.7 Foreign War Cards – Fight Foreign War

If there is no attacker in these battles, are either player's dice limited by maximum formation size?

No. Both sides roll one die for each unit present. The active player may also roll one extra die per point of Battle Rating of their best leader present.

24.4 Deactivation

In the deactivation procedure for minor powers (and the deactivation for major powers in the Scenario Book) there are decisions that have to be made (e.g. about how units are displaced.) Who makes these decisions?

The player previously in control of this major or minor power makes all such decisions.

25.3 Victory Determination Phase

In a game with less than 6 players, can an Activated Major Power win a Standard or Domination Victory?

No. Their VP marker is only used to add (or subtract) VP from the major power that is controlling them.

In a game where a player controls 2 powers (i.e. one with less than 4 players), does he win when just 1 of the 2 powers he controls satisfies the conditions for a victory?

Yes. Victory goes to the player who controls the first power to win the game (evaluating victory as if there are 4 different players controlling Spain, England, France and the Protestant).

Do the HRE's VP from religious preference influence the tie-breaking mechanism listed under the rules for Standard and Time Limit Victories?

Do NOT add the HRE Secret Religious Preference to previous turn scores for the purpose of tie-breakers. The only exception would be if the HRE player revealed his preference to stop a Domination win by another player. In that case the HRE preference is common knowledge for the rest of the game and it should be added into the end-of-turn score for tie-breaker purposes.