

Nine Years: War of the Grand Alliance 1688-1697 Errata & FAQ

FAQ

Q: Concerning the determination of Sea Zone control, I assume that 10.1 is correct, in that the player who attempted the action places his fleet in the Control Box if successful, as opposed to 13.5.6, which states, "Regardless of outcome the Fleet is removed from the map...". I assume the latter refers only to the Fleet that had been controlling the sea prior to the action.

A: Indeed, a fleet that takes control remains on the map in the control box. [The rule mentioned above] is an artifact from an earlier version where control markers are put in the control boxes (as in NPWS) rather than the fleets themselves.

Q: Concerning Transfer and Rally Action, rules 13.5.2 and 13.5.4 state "One per force per round", while the chart on the PAC reads "1 per round. Which is correct?

A: There can be only 1 transfer per round. This can involve multiple corps, going from either the same space or 2 different spaces to either the same space or 2 different spaces.

Q: Just so I have the Actions straight, if I play a 3 Action card during one Round, I can do the following: (1) Conduct up to 3 Campaign Actions with 3 different Forces, (2) Conduct one Transfer Action with up to 2 Leaders/Corps, (3) Conduct one Replacement Action, (4) Conduct one Rally Action, and/or (5) Conduct one Sea Move. In addition, only one Deploy Fleet Action may be conducted per Turn.

A: You got it.

Note that

- each force can only participate in one action a turn (so don't transfer a corps, then have that corps participate in a campaign action).

- it is possible that a small error is there in the "only one Deploy Fleet per turn". This may be an artifact from NPWS where there IS only one fleet. In Nine Years, each fleet prepared during the Resource phase can be deployed during the turn. Since a fleet deploy always results in the fleet leaving the map (either to go to a control box or to go to the force pool), each fleet can only be deployed once per turn. But if both your fleets are available to be prepared during the resource phase AND you prepare both, you can also DEPLOY both during the same turn (even the same action phase) by paying 1 action each.

Q: Concerning the automatic avoid battle of forces in a friendly fortress space, must they move into the fortress, up to stacking limits, or can they move to another friendly space? Also, can some move into the fortress and others move out?

A: Up to one in the fortress (maximum garrison size) + as many leaders as you want, then all others to another friendly space.

Q: In 20.3 item 12, the loser of the NY gains control adjacent to a space he controls. The sentence only spaces controlled by powers currently controlled by his side. Not clear to me. So if, for example, the Bourbons win the NY scenario, and control forts in the Empire, the Alliance player can gain back the forts? (1-2 per phase) In the same vein, they cannot demand Tournai because it is controlled by a Bourbon Spain?

A: The idea is to let the 'loser' gradually (through the peace negotiations) regain ground. Only ground where the loser has a claim to can be regained. So indeed, the alliance can get back the Empire forts (because they are part of the Empire, and through negotiations or other means, they get control of it back). However, Bourbon Spain fortress in the Spanish Netherlands would indeed be off-limits.

Somewhat Convolutd Q&A

Q: So 13.5.6, "Regardless of outcome the Fleet is removed from the map" should be remove from the rules book.

Now 2 questions Kris;

- Could a player pay (during the Reinforcement phase)one resource point to upgrade from 1 to 2 a fleet currently in a ocean control box ?

- Let say the "Beachy Head" card is in play and the French control the Atlantic Sea. The Alliance player decides to buy the Atlantic Fleet, attack the French fleet and gain control of that ocean. Winter turn arrive and, according with the "Beachy Head" card, the Alliance fleet is remove from the control box (and place in the "available to buy") and replace buy the French fleet counter, with a value of 1 (or 2?). Is that ok?

A: What I meant with 13.5.6 was that regardless of outcome the fleet could not be used again for another fleet sortie that turn (because defeat would put it in the force pool and victory would put it in the sea control box). Removed from the map as a unit to be activated.

During the reinforcement phase a fleet can be in two places (if not already removed from the game):

-in the force pool, ready to be built as a 1 or 2 strength fleet

- in a sea zone control box, where its strength does not matter (the "deploy fleet" action only looks at active player's fleet strength, not defender's fleet strength). The counter is only in the sea zone box as a "control marker". We could have gone with the rule from NPWS and used control markers, but using the fleets made it easier to remember which fleets are available for commissioning during the resource phase and which aren't.

When Beachy Head is in play, the Alliance can attack the French fleet and gain control of the ocean, but it will be for the duration of that year only. During winter, the Alliance fleet goes back to the force pool (and the French fleet will be returned to the sea zone control box, regardless of value because its value doesn't matter while in the control box).

Beachy Head is a very nasty card to have as first card (although I think Louvois is even worse, for the

Bourbon player obviously). I'd look at besieging Brest just to get rid of it prior to 1696 if it comes out turn 2. Remember that Beachy Head also stops when the Brest Fleet is removed from play, which occurs through either the Guerre de Course event or making a single siege roll against Brest. For your opponent, it would of course make sense to build a garrison in Brest to defend Beachy Head

Follow-up Q: Ok. I think I understand now. For example, let said "Beachy Head" card is in play and the French control the Atlantic. If the Alliance is the first player and decide to NOT buy any fleet point, the French will not have to buy and deploy any fleet because he is sure to keep control of that ocean. Right?

A: Almost right, but when Beachy Head is in play, the French CAN'T even buy & deploy the Brest Fleet, because it is already present in the Ocean box.

Q: I see. So in a normal turn (before Guerre de Course and without Beachy Head), if the Alliance control the sea AND if he is the first player and decide to NOT buy any fleet point, the French will gain automatic control if he decide to buy one single fleet point. Is that ok Kris?

A: In a normal turn, if the Alliance controls the sea they cannot decide to buy fleet points (because the fleet is NOT in the force pool but in the sea control box). The Bourbon CAN decide to commission their fleet at either 1 or 2 strength points, but will subsequently need to (1) use an action to DEPLOY the FLEET and (2) during that action, win the die roll.

If the Bourbon wins that die roll, the ALLIANCE fleet goes back to their force pool and the BOURBON fleet will go to the sea control box. This means that the turn AFTER that, only the ALLIANCE will be able to build their fleet (as the Bourbon fleet is unavailable, being placed in the sea control box instead).

If the bourbon loses the die roll, the situation goes back as it was at the start of the turn, with the Alliance fleet in the sea control box and the Bourbon fleet in the force pool, ready to be commissioned during the next resource phase.

It is really not much different from the Toulon Fleet rules, except that there are FOUR fleets in this game rather than just one in NPWS and the fleets go to the control box rather than to the force pool.

Q: The rules provide for the voluntary removal of Fortified Lines. What advantage is there to be gained from that?

A: None. This rule was kept from NPWS, where initially there was a rule that fortified lines were limited by the countermix (so to build more required removing unused ones). Neither in that game nor in Nine Years are fortified lines limited by the countermix anymore, so there is no advantage.

(Well, I could imagine a crafty player sitting on Command Dispute, wanting their opponent to attack them, and therefor removing their fortified line, but that seems suspect at least)

Q: Multiple Glorious Revolutions are possible, correct?

A: While not spelled out as such in the rules, it was never the idea to have multiple "Glorious Revolutions" to occur - checking whether a Glorious Revolution event would occur should stop after

the first one occurs.

Which means that, if you lose London as Alliance after a successful Glorious Revolution, you have to reconquer it the "normal" way?

Q: So the Bourbons are off to a terrible start. King William lands in London on T1 and defeats James II. King James and Marlborough each roll and 11 and each are captured. Rules are clear as to what to do with Jimmy, but what about Marlborough? He's supposed to become Alliance-controlled after the battle.

A: It is quite clear in the 20.2.5 section (Glorious Revolution subsection):

Quote:

Place an Alliance British corps in London with Marlborough (**now flipped to British side even if he was wounded or captured**)

bolding mine

Q: Double action in Capturing Fortresses Example: 17.5.7 on page 23?

Quote:

On Action round 2 of the turn, he activates Lorges, Vauban and 5 corps (one reduced) and moves from Metz to Strasbourg, offering battle to the Empire leader, who has with him an Alliance minor leader an Empire corps and 2 Austrian corps. Outgunned by 7 battle dice to 4, the Alliance player avoids battle, with the minor leader taking the 2 Austrian corps to Landau while the Empire leader and corps hunker down inside Strasbourg. Vauban must stop, and Strasbourg is under siege. On Action round 2, the Bourbon player uses a Campaign action to activate Vauban and 4 corps for the Siege (remember that for the purpose of siege actions, a leader is allowed to activate corps equal to the sum of their CR and TR). The Fortress Defense Value is 4 (2 for Strasbourg's FS plus 2 for the full-strength garrison corps), so 4 corps is all Vauban needs (after the siege roll, he plans to use a Replacement action to flip the reduced corps to full strength, which is legal as it didn't participate in the siege action). On the siege, he rolls a 5; the roll is modified by +1 as Vauban has 2 TR or better, but also by -1 because a leader with TR 1 or better is inside the fortress. The modified roll is thus 4, with a 1/1 result. One of Vauban's corps loses a step, and Strasbourg's Fortress Strength is reduced to 1. A "Continued Siege +1" marker is placed beside Strasbourg (+1 side up) as is a "Fortress Strength 1" marker. The Fortress Defense Value is now 3 (FS of 1 plus GS of 2).

But:

Quote:

13.4.3 Who Can Participate. Leaders and corps may not participate in more than one action per round.

A: this was rewritten pretty late during the process, and the second occurrence of "Action Round 2" should have been "Action Round 3"

Q: Extended example of play

Page 30

Quote:

With his first action, he deploys the Alliance Atlantic fleet. Both players roll 2d6, the Alliance player adding 2 for the strength of his fleet, the Bourbon player adding 1 (for control of London).

The Bourbon player rolls 1 and the Alliance player rolls a 3, gaining him 1 VP (VP moves to 16) and changing the control of the Atlantic Sea Zone to Alliance.

Why they rolls 2d6?

A: They shouldn't, 1 d6 should be rolled.

The rules always > the rules examples.

Q: What happens with jacobite corps after the death of James II?

A: It still exists. Long live James III!

Followup-Q: Page 9:

Quote:

If their named leader side is starred (i.e. James II) and they are captured in battle or siege, they cannot be ransomed back and must be eliminated (flipped to minor leader side)...

A: That pertains to James II though. The Jacobite corps continues to function even without him.

Q: In the manual 12.3.1 - Bourbons start with 3 RP.

In scenario on page 26 - Bourbons have 4 RP.

The same on the map.

How many Bourbons have RP?

A: I think in that scenario Bourbons start with 4 due to London is controlled. As London is a wealthy space you have to add 1 RP. You start with 4 due to London, with 3 RP representing France overall.

Q: At the start of the game, BEFORE Glorious Revolution, it says that London and York are Jacobite HOME spaces. I would assume these are Bourbon controlled.

Dublin starts with a Jacobite corps. I would assume it too is Bourbon controlled.

But what about all the others? I assume they too are Bourbon controlled.

A: All Irish, Scottish and English spaces begin the game bourbon-controlled. The English power begins with no spaces.

After the Glorious Revolution, London & Derry becomes Alliance-controlled, all other spaces remain bourbon-controlled (and taking Dublin + Edinburgh is one of the first priorities of the alliance player)

Q: Scotland Rises :

Text says "if the Highlands space is Bourbon controlled, place Claverhouse and two full-strength Jacobite Corps there."

Rulebook, however, states that only 1 new Jacobite corps is introduced to play by this event (7.2.6

first bullet).

Should I:

(A) Do as card states and take 1 Jacobite corps from force pool + the 1 extra Jacobite corps not yet in play?

or

(B) Only place the 1 extra Jacobite corps not yet in play?

A: Do A). The rulebook states only 1 new Jacobite Corps is introduced (from the countertermix, where it is unused until this event), the other corps has to come from the force pool or the board.

Errata

The rules and player aid mention “only one deploy fleet action per turn”. This should be “only one deploy fleet action per fleet per turn”.

P23 Example of Capturing Fortresses 17.5.7 has two occurrences of “action round 2”. The second time around this should be “action round 3”.

P30 Extended Example of play has players roll 2d6 during a Deploy Fleet action; this should be 1d6.