

1714: The Case of the Catalans

FAQ + Errata

This document combines previously published FAQ and errata with questions and answers from the BGG 1714 rules forum. I have limited the selection to those exchanges in which a point was clarified, as opposed to those where the answer simply quoted the rule. There has been a little editing of text to cut out unnecessary verbiage, to correct spellings and to tidy up the worst of the grammar.

Errata

- Rules booklet, on 2.1, two sentences must be added:

Allied troops eliminated must be placed in their respective Reserves (shown here) and can be recruited again.

Bourbon troops eliminated must be placed out of the game and can only be recruited again through the use of some cards' text.

FAQ

Q: When a **Treaty card** is drawn on a turn, does it have to be played for its text to activate phase **e) Bourbon Reinforcements**?

A: No, phase **e) Bourbon Reinforcements** is activated by the presence of the Treaty card, whether the card is played for its text or for its value.

Q: In the case of two **Treaty cards** appearing in a turn, does it mean that two phases **e) Bourbon Reinforcements** must be conducted at the end of turn?

A: No, just one phase **e) Bourbon Reinforcements** no matter how many Treaty cards appear in a turn.

Q: If by **recruiting Bourbon troops** in a phase **e) Bourbon Reinforcements** and due to the amount of troops that must be recruited, we take the first French troop of a period and the first French troop of the next period, how many Concessions must be dealt?

A: Two consecutive dealings of Concessions must be carried out. First deal 5 Concessions as explained in 5.4 and then repeat the process for the next 5 Concessions. Don't forget to add the cards of the two periods to the draw deck.

Q: Can any number of units move if their owner is willing to pay the necessary resources?

A: Absolutely, your resources and your will are your only limits.

Q: Can a unit move through **a space that already has three allies in it**?

A: Yes, you can move through a space that contains three Allied troops, no hard wargaming rules on stacking here. But you can't do this through an enemy occupied space.

Q: Presumably the rule regarding **ports being adjacent** means that allied troops in Amsterdam can attack Bourbon troops in Cadiz and, similarly, remove them from either port to satisfy the requirements of an allied/bourbon victory?

A: The rules (2.2, I have the Catalan edition) say "ports in the same zone are considered adjacent between themselves for all effects". So you can only treat as adjacent units in ports in the same zone. In the Catalan edition's historical notes book is an example of play. In the second round, playing the "Siege of Torino" card, is the case of Portugal eliminating a French troop from Cadiz being adjacent to the Portuguese troops in Lisbon (and to Gibraltar too).

Q: If I must reduce my **Will to Fight** due to getting a **Concession** but I don't have enough levels of Will to Fight, do I get my Concession?

A: The drop of Will to Fight is not a price you have to pay to earn the Concession, it is a consequence. Thus, even if a player is at the bottom of the Will to Fight (Not at War) he or she can obtain any Concession.

Q: when you pay for a **concession** that allows you to move up to [X] resources cost, this is just basically giving you a free one time **movement action**. So you could move two troops between two ports in the same zone, move one troop four hexes on land, etc. Do you also have to **pay the resources for the movement**?

A: You don't have to pay for the movement. The concessions grant some free actions. For example the Naples Concession allows you to recruit 2 troops. You don't have to pay for them either.

Q: Why are **concessions marked for early, middle and late war**? I understand it for those that are in the draw pile, but in the concession pile they are just shuffled, right?

A: This comes from previous stages of the game, where the concessions were dealt according to their period. This caused serious trouble to some countries whose objectives are amidst the latter ones, while other countries had two or more objectives in a single dealing. To randomize everything was the best solution and it levelled better each country. I made the decision not to change the colour, not being capable of choosing one of the three period colours and not wanting to add more colours/icons/whatever to the game.

Q: In general it seems that the **concessions** card text must be **implemented immediately and is once off**. This gives rise to a number of questions.

1. Is it mandatory? Presumably if you don't have the resources you just can't do it.
2. Free Commerce with the Spanish Indies: this seems to imply that it is on ongoing benefit? Tuscany: again is this a once off movement?

A: When you obtain the concession, you also get the one-time benefits as explained on the card. If the wording on the card (or the icon's explanation) says "you can" it's up to you to implement the text completely or not. (so with *Tuscany* you can make a movement 2

resource's worth, instead of 3). Otherwise, you must follow the text on the card.

You don't have to pay for the concessions benefits: with *Naples*, you get to recruit 2 troops at no cost, and the movement of troops of *Tuscany* or *Menorca* are free (to the limit of the card text).

The only two continuous effects are the *Commerce with the Indies* (giving an extra +3 resources each time you do a Resources action) and the *Flanders* concession (allowing you to play the Barrier Treaty for its text, usually only playable by Great Britain and Dutch Republic).

Q: The allied-victory battle card **Monte de Torrero** states: "You can carry out one movement of troops in the Crown of Castile and in the Crown of Aragon at a cost of 4 resources." One Bourbon unit is removed as per the icon on the card.

1. Does the reference to "one movement of troops" mean that the troops must start in a single space and end in another single space, i.e. move as a stack? Other cards (e.g., Tuscany Concession [1], Menorca Concession [33] and Duke of Marlborough [19] allow movement generally up to a certain value. So we have different wording and presumably a discrete battle, as opposed to different phenomena in those other cards.

2. I assume that the reference to "in Crown of Castile and in the Crown of Aragon" defines the area in which the one movement takes place, so that the movement may take place wholly within either of those territories, or may start in one and finish in the other. I assume the card does not allow one movement in the Crown of Castile for a value of 4 resources and another in the Crown of Aragon for a value of 4 resources.

3. I assume that the Allied troops moving as per the text do not have to be those adjacent to the Bourbon cube removed as per the icon in the side banner.

A: 1. I just realised that the "one" in this card is causing some interpretations that were not my intention. Just overlook that "one" in case you want to move 2 or more stacks of troops, always within the two mentioned territories.

2. Your assumption is right.

3. Your assumption is right, again.

Q: With **Clause XIII of Utrecht**, if multiple people have the highest WF, who loses the VPs? Is there a tie break if only one player is supposed to lose the VPs amongst those tied?

A: All players with the highest WF will loose the VP.

Q: When playing **Eugene of Savoy** and you switch the two cards in the turn order sequence, do the player turn markers go with the cards to the new position, or stay in the same position with now a new card?

A: The player turn markers stay in the same position. So those two players get to play a different card than the one they chose.

Q: If a player chooses to **eliminate French troops** using the **Blenheim** card, can troops from any French reserves box be selected, or only from the current (first) box?

A: You must eliminate the troops from the current period first.

Q: With reference to the text on **Charles III besieges Barcelona**, is there a limit to the distance moved by the troops in question? There is no cost attached, so presumably troops can move any distance terrestrially. Example: Portugal plays the card. The French unit is eliminated from Barcelona; one Aragon unit is recruited there. The Portuguese move one unit by land to Barcelona and another to Madrid. All free of charge.

A: The two troops are moved to Barcelona, free of charge. I don't think they can go to Madrid with this action. Usually the card is played with an open Med and Barcelona still in Bourbon hands, so you will be able to fill Barcelona with three troops, the one from Aragon and your two troops. To move from Barcelona to Madrid (which is usually undefended at that time) you will have to pay a move action later.

Q: The **Treaty of Utrecht** requires all powers to be reduced to the 'lowest level' on the WTFT. I am assuming that this means the bottom line (dark grey/level 4) and not the NOT AT WAR box. Is this correct?

A: The Will to Fight Track is composed by many levels, including the NOT AT WAR level. So, if a player is NOT AT WAR and the other player's WF is anywhere on the WF Track when this card is played (and it will be played as is a 0 card), all the players WF go to the lowest level: NOT AT WAR.

Q: Do the **not-at-war restrictions** on actions apply only to voluntary actions or to **card text actions** as well? Example: The Tuscany concession allows a player to move troops. Can they do this if paying for the concession puts them in the not-at-war box?

A: The restriction only applies to voluntary actions. If an action is awarded by a card text is always allowed. An exception is the **Barrier Treaty**, since the card allows the player to perform one action and it must be played under the rules of voluntary actions.

Q: According to the rules, the **Barrier Treaty** can be played by Britain and Holland, so what is the purpose of the **Flanders concession**? Does a player need to possess the concession before the treaty can be played?

A: The Flanders Concession allows the owner to play the Barrier Treaty for its text. That means that if you're playing with Austria (or Portugal or Savoy), you can play the Barrier Treaty in addition to Great Britain and Holland, if you have the Flanders Concession. If you're playing with Great Britain you don't need that Concession to play the Barrier Treaty.

Q: If one plays a card for its text some cards have the instruction **shuffle**. Does this mean to reshuffle just that one card into the deck or to reshuffle the card and all of the discards?

A: Reshuffle the card, the deck and all discards.

Q: Normally a player receives **one VP for each "victory space"** he/she occupies. It seems that when the game ends as a result of the **"Fall of Barcelona"** a player receives the following VP's for occupying the cities in Castile: 2VP for Alacant, 2VP for Valencia, 2VP for and 3VP for Barcelona. Does this mean, for example, if a player occupies Alacant he/she gets 1VP + 2VP for a total of 3VP or just 2VP?

Also if the game ends as a result of a **"Bourbon Defeat"** **does a player only receive 1VP for the "victory spaces" in Aragon?**

A: The spaces with extra VP (like Alacant) are not in addition of the normal 1VP. So Alacant gives you just 2VP in case of Barcelona fall. In case of a Bourbon defeat, the only Aragon space giving 1 VP is Menorca. The other spaces of the Crown of Aragon (the ones with extra VP) don't give any VP.

Q: The scoring for the **Bourbon defeat** endgame doesn't mention applying the bonus for goals - **do goals not count** in a Bourbon defeat?

A: The Bourbon defeat has a different scoring. The secret objectives are not counted (so they don't double the points), and you have to add the points for the Pact of Genoa and the death of Joseph I.

Q: What happens when two Allied powers have cubes in a victory location?

A: When different players share victory locations they all get points for those locations.

Q: In a **2-player game**, each player controls two countries. When randomly **drawing the secret goals** at the beginning of the game, what is the procedure? I assume each player still starts with only 3 secret goals.

A: For the secret goals, one player controls Great Britain and the Dutch Republic and draws three secret goals for each country. The other player does the same with Austria and Savoy.

Q: I was also a little confused about the **final scoring in the 2-player game**. You count the scores of each individual power. The individual power with the highest score wins, instead of combining the scores of the two powers?

A: At the end of the game the players count the VP for their countries separately. Then they compare their countries with the lower VP, and higher wins. As this may be confusing, due to my lack of proper English wording, I'll give an example:

Player A ends the game with Great Britain at 21 VP and Dutch Republic at 18 VP.

Player B ends with Austria at 25 VP and Savoy at 17 VP.

They compare their lower VP countries: Dutch 18 vs. Savoy 17 and the winner is Player A, discarding the best VP position (Austria with 25).