

DIVINE RIGHT ERRATA - ADVANCED GAME
Prepared by Glenn Rahman

CORRECTION: Page 2. SPECIAL MERCENARIES. This section would be better named "SPECIAL MERCENARY LEADERS."

CORRECTION: Page 2. TANA THE SHE-DEVIL. In the first paragraph, line 5, "Combat Phase" should be "Movement Phase." The Movement Phase is the proper time for enemy-directed searches for a hero.

CLARIFICATION: Page 2. Last paragraph, last sentence. If the mercenary fleet Tana receives is not a pirate, it may also be placed in a friendly port of the same sea. Tana should be deployed with it.

CORRECTION: Page 2. TROUBLE (AND THE PEASANTS). In the second paragraph, "friendly movement/Combat phase" should read "friendly Combat Phase."

SUBSTITUTION: Page 3. Paragraph Six, should read,
"Trouble is not a magical unit, but magic has marked her strongly. She had regenerative abilities. If she is killed, roll one die. Even, treat it as a Wound; odd, she is really dead. The Wound that Trouble receives in place of a "killed" result puts her out of play for 1-6 turns, with the possibility that she can still be permanently removed from play if she receives a Wound roll result of "6" (see WOUNDED HEROES, Intermediate Game). If Trouble receives an ordinary Wound (i.e. one not imposed on her in place of a "death" result) her Wound recovery roll (1-6) is reduced by 2. If the modified result is 0 or less, Trouble is unharmed. (The Wound has regenerated so quickly that she is able to carry on without loss of time.) Trouble cannot be cursed (see CURSES), except, oddly enough, by the Love Cruse."

ADDITION: Page 3. SPECIAL MERCENARY CHARACTERS. SIR MORTNOIR. If Mortnoir is in a friendly stack, he is always considered "active."

CORRECTION: Page 3. Paragraph Six. This paragraph should read:
"If Mortnoir survives a hero fate roll that is imposed for any other reason than those given above (such as an enemy advance after combat into his space), he is frightened and runs away (treat as a Wound).

CORRECTION: Page 4. SPECIAL MERCENARIES. This section would be better named "SPECIAL MERCENARY COMBAT UNITS."

CORRECTION: Page 4. THE GHOULS. First paragraph. Delete the reference to Greystaff. Greystaff cannot harm the Ghoul unit in the underground.

CLARIFICATION: Page 4. THE PIRATE FLEET. Paragraph One. The Pirate Fleet may not be placed in the space of Small Boat that is on a river space.

CORRECTION: Page 4, first sentence. This should read:
"Alternative to engaging in combat, the Pirate Fleet may prey on commerce in any all-sea space."

CLARIFICATION: Page 5. THE SELKIES. The Small Boat that the Selkies provide is of unusual quality in that it may travel in all-sea spaces. When it reaches a coastal space, however, it has sustained enough damage that it is thereafter confined to coastal and river spaces, like other Small Boats.

CLARIFICATION: Page 5. If the Selkie unit acts as a land combat unit, such as they do when attacking enemy land units or searching for an enemy hero on land in a coastal space, it may be attacked in the enemy turn by land units. In such an event, the Selkie unit may retreat into an all-sea space. This does not work in reverse because Selkies may not enter all-land spaces.

CORRECTION: Page 5. SPECIAL MERCENARY RANDOMIZER. Paragraph three. The phrase, "next friendly Movement Phase," should read, "next friendly Random Events Phase."

ADDITION: Page 5. ADDITIONAL VICTORY POINTS. In "Kill/Capture of special mercenaries," the name of "Al-Debar" should be listed with Juluute, Kang, and Bilge Rat.

CLARIFICATION: Page 6. KINGDOM OPTIONS. First paragraph. If they refuse to serve the Player Monarch's Heir, Special Mercenaries who have entered by card are taken off the map and their cards are discarded.

CLARIFICATION: Page 6. GREEN RECRUITS Use ordinary eliminated kingdom regulars to represent green recruits.

CLARIFICATION: Second paragraph. Delete the word "Therefore" from the beginning of the third sentence. Also, fleets may not be recruited as green recruits.

CLARIFICATION: Page 6. Third paragraph. The player with green recruits may voluntarily accept a -1 disadvantage (that is, he deliberately seasons his green recruits by putting them in the front lines) in order to remove the disadvantage more quickly. If the kingdom with green recruits loses its disadvantage by achieving victory in combat, it regains the disadvantage if it recruits any additional green recruits.

SUBSTITUTION: Page 6. MILITIA. The first paragraph should read:
"Militia may be rallied each time a kingdom is invaded by enemy combat units."

SUBSTITUTION: Page 6. In the second paragraph, the last two sentences should be replaced with:
"Place Militia units as evenly as possible between the deployment spaces of the kingdom. If a castle is under siege, 1 Militia unit may be placed in it, to represent rallying townsmen."

CLARIFICATION: Page 6. EXAMPLE. The example means to say that if a kingdom has a maximum of 4 Militia units and 1 is killed, it is left with 3 to rally for future invasions. But if in 2 later turns Green Recruits are raised (1 per turn), the available Militia for the kingdom is reduced to 1.

CORRECTION: Page 6. CLIMATE AND HEALTH. This section is better titled simply, "CLIMATE."

SUBSTITUTION: Page 6. SNOW AREA. Condition "4" should read:
"If attempting to forced March in a winter-kill area, subtract 1 from the die roll." Delete the final sentence.

CORRECTION: Page 6. SPECIAL WEATHER EVENTS. In #2, a frozen swamp costs "2" movement points -- 1 for the frozen surface, and +1 for the snow on it. Ignore the reference to "other terrain." Swamp spaces have no other terrain.

CORRECTION: Page 7. In #11, "They still must pay snow terrain costs," should read: "Non-flyers still must pay snow terrain costs."

CORRECTION: Page 7. Paragraph One. LAKE FLEETS. The last half of the paragraph should read:
"Once per friendly Movement Phase, the fleets on each different lake allow any number of heroes and 2 combat units that start in the castle space to move to any lake shore space of the adjacent body of water at the cost of 2 movement per space of lake movement. If any movement points remain to a stack or its leader at the end of this movement, the stack may continue to move overland. A unit may not end its turn on an all-lake space."

CLARIFICATION: Page 7. Last paragraph. Rombune is also a party in determining naval superiority on the Sea of Zett. If more than one of the three Zett powers has a fleet unit out of port and "at sea," no one may use lake fleets. If no Zett power has a friendly fleet outside of port, all three powers may use lake fleets. If only one

power has a friendly fleet out of port on the sea, only that power may use their Zett lake fleet.
CHANGE: Page 7. WEATHER AND SAILING. Subtract 3 from the printed movement rate of the fleet (not 4).

ADDITION: Page 7. THE DEADLY DESERT. Add Llomar to the list of units that are not attritioned by the Withering Desert.

CORRECTION: Page 8. RAGING EPIDEMICS. In the first paragraph after the "Epidemic Effects Table," delete the phrase, "the Wand of Healing or."

CORRECTION: Page 8. In the sixth paragraph after the "Epidemic Effects Table," delete the redundant second and third paragraphs.

CORRECTION: Page 8. THE BLACK PLAGUE. In the fifth paragraph delete the last two sentences.

CLARIFICATION: Page 9. STRANGE PLACES. THE TEMPLE OF DANGER. It is also possible for a monarch already in the Temple to opportunistically murder a sleeping monarch. Again, such a monarch has their next Movement Phase to leave the space before receiving another Test of the Gods. Princess Daya will not murder monarchs. The murder is committed in the Combat Phase.

CLARIFICATION: Page 10. EERIE OASIS. The curse mentioned in the last sentence of the first paragraph is performed the same as the Curse of the Wagon People in the Intermediate Game.

CORRECTION: Page 10. EERIE OASIS WISH TABLE. Result 2. For "hero," read "unit." Not all units picked from the randomizer are heroes, but any may be picked.

CORRECTION. Page 11. CURSES. First paragraph. The reference to the "movement sub-phase" should be "Movement Phase."

DELETION: Page 11. TRANSFORMATION. Delete the fourth paragraph. No non-human hero may be cursed.

CORRECTION: Page 11. The first sentence of the sixth paragraph should read:
"Until a transformed monarch makes an attempt to be recognized, his units suffer as per a Wounded monarch."

CORRECTION: Page 12. First complete paragraph. The next-to last sentence should read:
"If a non-monarch transformed hero is captured, his original counter is returned to the randomizer (or it is set aside and the hero's Diplomacy card is discarded) and the Wayfarer unit is discarded."

CORRECTION: Page 12. BEAST CURSE. In the last sentence, it should read:
"A roll of 2 on two 6-sided dice slays the hero."

CORRECTION: Page 12. LOVE CURSE. In the third paragraph, last sentence, the phrase ""next Diplomacy Phase" should be changed to "game turn."

ADDITION: Page 12. Paragraph Five. Female Wayfarers may also become the beloved of a Love-cursed male hero.

CORRECTION. Page 15. CIVIL CONFLICT. THE RIGHTFUL MONARCH. In the first sentence of the second paragraph, the sentence should read:

"When the Rightful Monarch is made, the Usurper card is discard (if the card is still being held).

CLARIFICATION. Page 15. BARBARIANS. AL-DEBAR FINDS TROUBLE. If the duel dice are tied, there is no effect and a reroll is required. (These are determined people.)

CORRECTION: Page 15. LORDS OF BARBARIA. The first sentence in the third paragraph should read: "If a High Chief, Great Sheikh, or Great Khan is present, no other player except one who is controlling a Barbarian leader may recruit the affected type of Barbarians."

CORRECTION: Page 16. MILITARY OPTIONS. TACTICAL COMBAT. The paragraph should read: "Leaderless stacks consisting solely of Barbarians, Ogres, or special mercenary combat units are considered Class C."

CORRECTION. Page 16. SKIRMISHING. In the last paragraph, the term "combat sub-phase" should be "Combat Phase."

ADDITION: Page 17. FORCED MARCH. Add the name of "Al-Debar" to the list of leaders given in the second sentence.

CORRECTION: Page 17. FORTS. There are 10 Fort units in the mix, not 9.

CLARIFICATION: Page 18. OTHER FORT RULES. It is an empty fort which gives no protection to a lone hero.

SUBSTITUTION: Page 18. The second paragraph should read: "Barbarians may man Forts only if led by Juluute, Al-Debar, or Kang). Ogres may not defend Forts even if led by Ogsbogg. Barbarians who successfully besiege or storm a Fort are not eliminated (since there is little loot inside a Fort).

CORRECTION: Page 18. GHOULS AND SELKIES. In the last sentence, "engaging force" should be "enemy force."

CORRECTION: Page 19. IGNOBLE MERCENARIES. Delete the third paragraph. It is correct, but covers information already given in the Basic Game.

CORRECTION: Page 20. INVASION. Second paragraph. The range of deployment "4" spaces from the nearest Barbarian-entry space should be given as "6" spaces instead. Also, instead of Shucassam, the invadable kingdom should be Rombune. (Shucassam does not suffer from Barbarian Invasions). When judging distances from a kingdom, all parts of the kingdom, even broken-up ones, are considered. Thus Barbarians may march from Jipols to Western Rombune without exceeding their 4-space limit.

ADDITION: Page 21. SPECIAL SCENARIOS. BOEWENN'S WAR. Also, Jipols and the blue spaces around it are part of Shucassam in this scenario.

CORRECTION: Page 22. VASSALS AND MILITIA. In Paragraph Four, line 5, "phase up" should be "round up."

CLARIFICATION. Page 22. IMPERIAL SATRAP. The choosing of the Imperial Satrap kingdom is not necessarily random. If the group agrees, the Satrap player may personally choose the kingdom.

CLARIFICATION: Page 24. THE ANTI-STORM-RIDER REBELS. All Minarian kingdoms except for the player rebels begin as inactive Storm-Rider vassals. Any of them may achieve a different status during the course of the game.

CORRECTION. Page 24. THE ANTI-STORM-RIDER REBELS. Those vassals that are activated by the Storm-Rider ambassador do not have a -1 anti-rebel modifier (due to resentment of being ordered to war by the hated satrap).

CORRECTION. Page 25. VICTORY. The term "Eastern Invader" should read "Storm-Rider." In this scenario, the Storm-Rider player earns victory points in the standard way.