



Divine Right

25th Anniversary Edition

Errata / Clarifications Basic Game

Game Map

Additions: The following Castles are missing their intrinsic strength values:

- Aws Alzak - 4
- Parros - 3
- The Keep - 2
- Zefnar - 3

Pg 1, Queen Marker

Addition: Much of Divine Right refers to monarchs as male in nature, but all players have the choice of having either a male or female (as given on the Identity Card) as the monarch of their Kingdom. Should the player elect to use their Queen, all bonuses listed on the kingdom's monarch marker (inherently male) are automatically applied to the Queen Marker. If a player decides to utilize a female monarch for their kingdom, the Queen marker is placed on the Kingdom's identity card to designate that the monarch marker in play refers to the Kingdom's female ruler.

Pg 1, Army Marker

Correction: This picture actually shows a regular army marker unit. An Army Marker can be clearly seen on page 2 under Army Markers.

Pg 2, The Game Map

Addition: To help players easily identify the deployment space for their monarchs, each kingdom has their royal deployment space outlined in white.

Pg 2, Identity Cards

Addition: The Storm Riders are not used in the Basic Game.

Pg 2, Diplomacy Cards

Addition: The Diplomatic Ploy Cards look like those cards shown in the picture. They contain a type of ploy (Bribe, White Magic, Black Magic, etc.) and a modifier. All Special Mercenary Diplomatic Cards contain the name of a Special Mercenary unit (SM) and the location of their deployment. The later set is not used in the Basic Game.

Pg 2, Game Setup, Second Paragraph

Correction: "Go through the stack of Identity cards and remove the Eaters of Wisdom, the Black Hand **and the Storm Riders**..."

Pg 2, Personality Cards

Clarification: The text on Personality Card #14 (see numbers in the lower right hand corner of each card) may be more easily understood as follows: If a monarch has this card and their 'Kingdom of Origin' is friendly to the ambassador, Add +1 to the Diplomacy Roll. If the 'Kingdom of Origin' is unfriendly to the ambassador, Subtract 1 from the Diplomacy Roll. If the 'Kingdom of Origin' is neutral the roll is not affected.

Pg 3, Game Turn, First Sentence

Correction: "Each game turn of Divine Right consists of **five** phases."

Pg 3, Game Turn

Correction: PHASE 3: **Sieges**

Clarification: Declaring sieges during this phase is not necessary. The instant that the siege conditions become valid, a player may declare a castle "under siege" even if it is not during their game turn.

Pg 4, Random Events Table, Third Paragraph

Correction: "If a player's largest stack must be reduced by Epidemic and the player **does not have one stack larger** than any other, the player randomly decides which stack will be reduced."

Addition: All heroes aboard fleets lost to Storms are Shipwrecked (See Heroes, Shipwrecked Heroes)

Pg 4, Replacements / Reinforcements, First Paragraph

Clarification: The reference to "new common mercenaries" is a clarification for the Intermediate and Advanced Games to distinguish that only regular mercenaries and not Special Mercenary Units may be used for reinforcements.

Clarification: 'Replacement' units are regular Kingdom combat units that have been destroyed through attack or other Random Events. Such units can only be brought back into play via the Replacements Event on the Random Events Table.

Pg 4, Replacements / Reinforcements, Third Paragraph

Correction: "...reinforcements may move and fight in the same player **turn** that they appear."

Pg 4, Replacements / Reinforcements, Fourth Paragraph

Clarification: Some Kingdoms do not have ports or castle ports where fleets can be deployed.

Pg 4, Activating (Allying) a Non-Player Kingdom, First Paragraph

Correction: "...the ambassador is placed in the Royal Castle of **that** non-allied non-player monarch."

Pg 4, Activating (Allying) a Non-Player Kingdom, Third Paragraph

Correction: "The forces of the newly activated Kingdom and its monarch unit are immediately setup on the map according to the deployment locations specified on the unit counters. These new forces may move and attack in the next **friendly game turn**."

Pg 5, Deactivating (Neutralizing), Second Paragraph

Correction: "(by putting the **ambassador** piece on the target monarch unit, their Royal Castle, or simply just pointing)."

Pg 5, Assassination of a Non-Player Monarch

Clarification: Any Diplomatic penalties incurred by one ambassador are passed on to all successors.

Pg 5, Diplomatic Penalty

Addition: Any Diplomatic penalties incurred by one ambassador are passed on to all successors.

Pg 6, Siege Phase

Addition: Regular ports cannot be placed under siege.

Clarification / Addition on Sieges: A besieging player does not need to occupy the castle space before laying siege to the castle, but they must drive all defending enemy forces "inside" the castle by attacking in their Combat Phase. However, if the attacking forces manage to force the "outside" defending units to Retreat Before Combat into the castle, besiegers can enter into castle space through Advance After Combat (See the Combat Phase).

Since only units adjacent to the castle have a Zone of Siege. If a besieging player moves their entire stack into the castle space, it may cause the siege to become invalid and thus displace the besieging units at the end of the current game turn. So advance is possible only if the stacks adjacent to the castle can still maintain the Zone of Siege.



Pg 6, Declaring a Siege, Third / Fourth Paragraphs

Correction, these paragraphs should read:

"The instant that the conditions above are met, a player may declare that a castle is "under siege." For example, if the units defending a castle space from "outside" the castle are eliminated or Retreat Before Combat, the attacker has the option to advance after combat into the castle space. But remember, advance is possible only if the stacks adjacent to the castle can still maintain the Zone of Siege.

Enemy combat units cannot enter an unplundered castle space **via Advance After Combat** (whether it contains enemy combat units or not) unless they are able to declare a valid siege."

Pg 6, "Inside" and "Outside" Castles, First Paragraph

Correction, this paragraph should read:

"Only one player can besiege a single castle at a time. It is possible that enemy combat units may be already in the castle space; these units must be driven "inside" the castle or driven out of the castle space before the friendly units may begin a siege."

Pg 6, "Inside" and "Outside" Castles, Second Paragraph

Correction: "...they do not prevent enemy entry into the space **from Advancing After Combat.**"

Pg 6, Siege Phase, Effects of a Siege

Addition: If violating combat units declare a siege on a castle of an inactive kingdom, the violated kingdom immediately joins the alliance of (activates for) some player monarch other than the invader. Determine the particular player monarch randomly.

Pg 6, Siege Phase, Effects of a Siege, Second Paragraph

Correction: "The siege continues until the besieging force becomes too weak to maintain a valid siege (were upon **any enemy units in the castle space** are displaced at the end of the game turn), it voluntarily moves away from the space, it retreats from combat from the space, it is eliminated, or the besieger plunders the castle."

Pg 6, Zone of Siege, Second Example

Correction: "...as the castle is **not** completely surrounded by Zones of Siege."

Pg 7, Modifying the Siege Roll

Correction: "Divide the total number of attacking combat units by the total strength of all defending units plus the intrinsic defense strength of the castle."

Pg 7, Siege Victory

Corrections: B) Voluntarily moves away
C) Retreats from combat

Pg 7, Breakouts

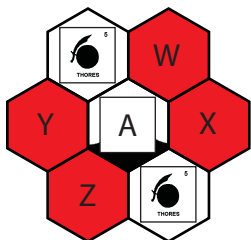
Addition: It is not required for the player to move all of their units from the besieged castle.

Pg 7, Breakouts, First Paragraph

Correction: "Combat units attempting to leave a besieged castle must first make a breakout attempt by attacking the stack of the besieging enemy combat units maintaining a Zone of Siege in an adjacent space."

Pg 7, Breakouts, Third Paragraph

Correction: "Win or lose, any surviving besieged units can then move out of the castle in the subsequent Movement Phase into the Zone of Siege area controlled, but not occupied, by the attacked enemy stack (See Zone of Siege)."



Example1: Stack A is "inside" a castle under siege. The Zones of Siege include the unoccupied spaces of W, X, Y, and Z. If Stack A attempts a Breakout by attacking the bottom most besieging stack, then Stack A may move out of the castle and into either space X or space Z.

Pg 7, Besieger Displacement, First Paragraph

Correction: "...the besieger must displace any forces in the castle space at the end of the current game turn..."

Pg 7, Mixed-Unit Siege Combat

Correction, this paragraph should read as follows:

"In the Basic Game, fleets and land units may fight combat together only if they are a part of a siege. That is, all combat units stacked in the Zone of Siege space during the Siege Phase are treated as undistinguished strength points. Combat between land units and fleets is not allowed in the Combat Phase, at which time different unit types are required to ignore one another."

Pg 7, Mixed-Unit Combat During Relief

Clarification: Relief Combat is only fought during the Combat Phase of a player's turn. See additional information in Combat Phase, Relieving Forces at Siege.

Pg 8, Besieging Neutral Castles, First paragraph

Correction, the second half of this paragraph should read:

"If the besieger has maintained a ratio of at least 1:1 in respect of the strength of the castle after any increased in its garrison strength, the siege continues. If, however, the resultant ratio falls below 1:1, the siege condition becomes invalid."

Pg 8, Terrain Effects, Movement and Terrain, Last Paragraph

Addition: Regular Units also possess hill terrain bonuses in their home Kingdoms.

Pg 8, Terrain Effects

Clarification of Castles Ports Vs. Regular Ports on the Map. All ports have at least one full all-water space side. Castle Ports are designated by having at least one all-water space side and the easily identifiable non-black portion of the bottom half of their hex space. Regular ports have at least one all-water space side, but do not have the non-black portion on the bottom of their hex space. Regular ports cannot be placed under siege. The only exceptions to this rule are Freeport and Bartertown which have non-black portions on the bottom half of their hex space. These spaces are not castle-ports but specially designated spaces for the Intermediate and Advanced Games.



Pg 9, Movement Restrictions, Second Paragraph

Correction: this paragraph belongs in the intermediate rules. Flying units are not used in the Basic rules.

Pg 9, Fleet Movement, First Paragraph

Correction: Fleets are combat units that may traverse all seas, lakes, bays, navigable rivers, and navigable deep rivers.

Pg 9, Zones of Control

Correction: "Unlike many other games, units in Divine Right do not have zones of control, except in the sense that enemy fleets control all adjacent navigable river hex sides and **land units control adjacent spaces during Sieges (See Zone of Siege).**"

Pg 9, Rivers

Clarification on River Boundaries: It is not always clear to players where seas end and rivers begin; to clarify we've instated the following boundaries:

Both spaces south of Addat are sea spaces. The river begins east of Addat.

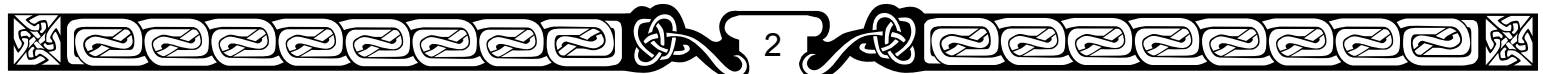
The Boom is a navigable Deep Navigable River (See Deep Navigable River Later in Errata) at the mouth of the Floodwater River. The regular Floodwater River begins east of it.

Both spaces south of Farnot are the out of the Deep River and as such are Deep Navigable River spaces. The regular river begins east of them.

The Wanderer River begins 2 spaces NE of Adesse

Pg 9, Navigable Rivers

Clarification on Navigable River Control: Fleets moving along navigable rivers control all water-containing spaces adjacent to the space it currently occupies. Control means that any water-traveling combat unit that enters the controlled space must stop. The only way to pass another fleet controlling an area of the river is to attack and destroy it.



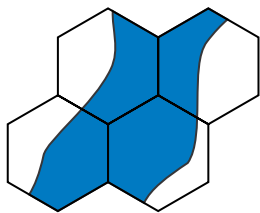


Pg 9, Navigable Rivers

Addition: There are actually two types of Navigable rivers. Regular Navigable River and Deep Navigable Rivers.

DEEP NAVIGABLE RIVERS

As defined on the terrain effects chart, most rivers on the board are navigable as long as they cross at least 2 sides of a space. These rivers can be crossed by traveling land units without using a fleet by stopping to take the time to prepare a ferrying operation (and thus start their next turn in the space).



Some rivers are especially wide and deep in some places, typically at their mouths. These so called Deep Navigable Rivers are readily apparent on the map when a river passes an all-water row of space sides through the middle of the stream (see example to right). Such rivers include the Deep River and the mouth of the Flood Water River near Port Lork.

Crossing these areas by normal ferrying techniques (land units building ferries to cross the river) would be extremely dangerous and result in the immediate deaths of most units. Deep Rivers can only be crossed by utilizing Fleet Transport. The restrictions for transporting troops across deep rivers is exactly the same as normal sea troop transport. See Fleet Movement, Transporting Troops (page 9, Basic Rules)

Pg 9, Navigable Rivers

Addition: The Falls of Xag on the Wanderer River cannot be navigated.

Pg 9, Navigable Rivers

Clarification: The castle of Parros is not surrounded by a navigable river, but rather an island surrounded by coastal spaces. See specific rules for Parros in Special Rules for Select Kingdoms.

Pg 10, Combat Phase

Clarification on Fleet Attacks: Just like land units, enemy fleets may (but are not required to) attack each other when they are in adjacent spaces. In the Basic game, mixed combat is not allowed in normal Combat (non-siege, non-amphibious). Transported troops may not be combined in fleet attacks. If a fleet transporting troops is lost in combat, all transported troops are also lost but do not count against losses to be removed. Heroes being transported on an eliminated (shipwrecked) fleet are not lost but must make a Hero Fate Roll.

Pg 10, Modifying the Combat Roll (Odds), Example 3

Correction: "...but they still **get** the -1 penalty."

Pg 10, Which Units May Attack?, Example 2

Correction: "4) Attack all three adjacent enemy-occupied spaces as a combined defending total."

Pg 10, Retreat Before Combat

Addition: It is not possible for a stack to Retreat into an enemy castle space.

Page 11, Amphibious Attacks, First Paragraph

Correction: "Besiegers of a castle-port **may attack** by means of an amphibious landing."

Page 11, Amphibious Attacks, Second Paragraph

Clarification: Simply stated, all combat units defending against an Amphibious Attack ("inside" and "outside") can be combined in a total defense. All attacking combat units, both fleets and their transported units, can be combined for the attack.

Page 11, Relieving Forces At Sieges

Clarification:

A relieving force is a stack of friendly combat units outside of the Zone of Siege. These units may attempt to help the besieged castle by 1) Attacking and eliminating the adjacent besieging forces or 2) Attempt to advance into the castle past the besieging forces. The second option may be accomplished by attacking adjacent besieging units. Once the relieving force has attacked, win or lose the remaining forces earn the right to advance into the castle space.

If the castle is completely surrounded by enemy units, the relieving force must first clear a space of besieging units before advancing into the castle. This may

be accomplished by forcing the opposing units to Retreat, or by eliminating them in normal combat. Once cleared, the relieving force may then advance 2 spaces (first into the vacated space and then into the castle space). This is the only exception to the one space limit on Advance After Combat restriction.

A relieving force that fights its way into the castle may choose to remain "outside" the castle or advance 'into' the castle walls. If any forces remain "outside," the siege immediately becomes invalid.

For more see, Sieges, Mixed Unit Combat During Relief.

Page 11, Hero Terrain Bonus

Addition: Monarchs also have hill terrain bonuses when moving within their home kingdoms.

Pg 12, Hero Fate Roll

Addition to Hero Fate Roll factors list: 10) Hero attempts to cross a navigable river space controlled by enemy fleets.

Page 12, Shipwrecked Heroes

Clarification: Heroes can be left without a friendly fleet at sea if their fleet is attacked and lost through fleet combat or is lost through Storms from the Random Event's Table.

