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## INTRODUCTION

DIVINE RIGHT is a fantasy game dealing with the struggles for power and territory between the various kings, queens, sorcerers, and other inhabitants of the continent of Minaria. Players begin as monarch of a single kingdom. As the game proceeds, each player will attempt to build and hold together a fragile alliance of kings long enough to crush all opposition and win the game. Assassination and backstabbing are popular pastimes in Minaria, and loyal allies may leave the field in the middle of a battle through the use of black magic, treachery, or skillful diplomacy.

DIVINE RIGHT is more than just a game. It is a work of fantasy literature, in which you, the players, control the destinies of nations. You organize the alliances, seek out the magical treasures, and lead your armies and fleets to battles, sieges, plunder, and (if you have been wise) victory.

The game is divided into BASIC and ADVANCED sections. Master the basic game before trying the advanced rules.

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## **GAME PARTS**

### **INVENTORY OF GAME PARTS**

DIVINE RIGHT should consist of:

This rule booklet  
Two sheets of die cut unit counters  
One mapsheet  
14 Identity cards (on 4 sheets of cardstock)  
20 Personality cards (on same 4 sheets)  
45 Diplomacy cards (smaller)  
Two dice  
One game box

## **THE PLAYING PIECES**

The multi-colored, die cut cardboard counters are the playing pieces for DIVINE RIGHT. They represent the leaders, armies, fleets, ambassadors, monsters, magical devices, and markers needed for play.

**SAMPLE UNITS**

Leader:

(National Monarch)

Crown Symbol

Coat of Arms

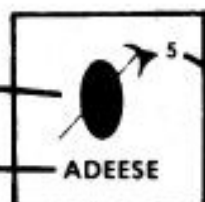


Movement  
Allowance

Regular Army Unit:

Coat of Arms

Starting Castle



Movement  
Allowance

Regular Fleet Unit:

Coat of Arms

Ship Symbol

Starting Port



Movement  
Allowance

Ambassador:

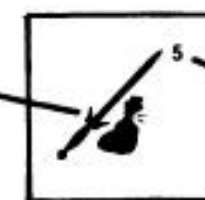
Coat of Arms



Ambassador  
Symbol

Mercenary Army Unit:

Mercenary Army  
Symbol



Movement  
Allowance

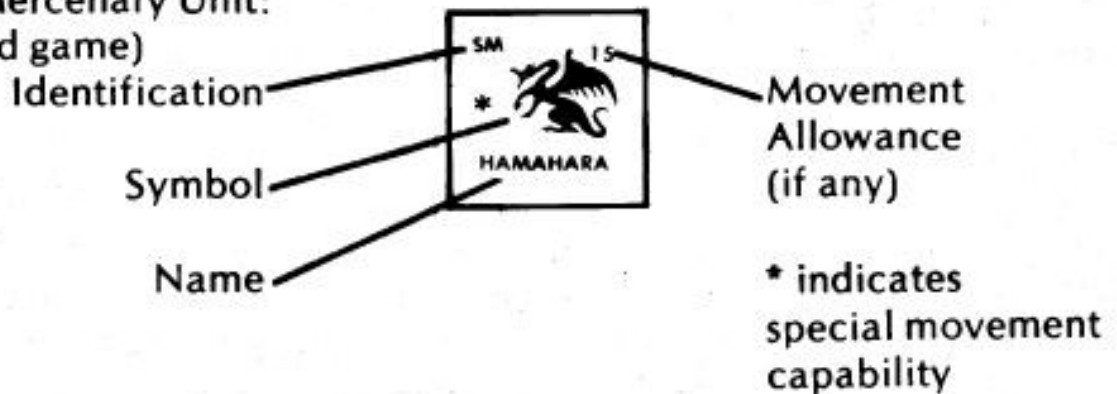




**Magical Devices:  
(advanced game)**



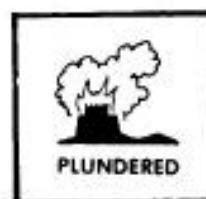
**Special Mercenary Unit:  
(advanced game)**



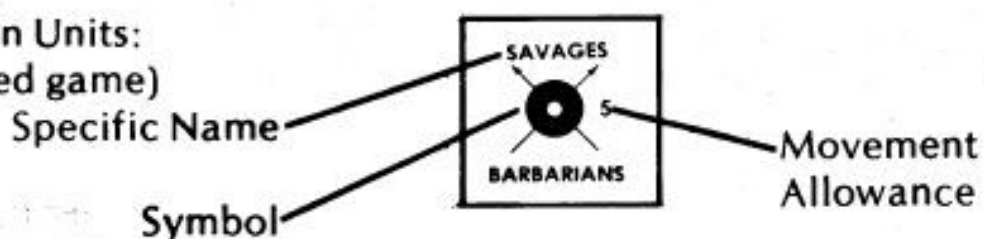
**Battlefield Marker:  
(used only by the Black  
Hand in the advanced  
game)**



**Plundered Marker:**



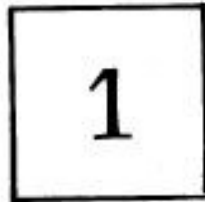
**Barbarian Units:  
(advanced game)**



**Special Mercenary Leader:  
(advanced game)**



**Randomizer:**  
(number indicates order in  
which players will take  
their turns)



**The Coat of Arms** identifies each separate nation of Minaria. It appears on each type of unit belonging to that kingdom.

**The Movement Allowance** indicates the maximum number of movement points a unit may expend in a single turn. Each hex costs one or more movement points to enter, depending upon the terrain.

**Special Movement Capabilities** are possessed by several units in the game. Units with the asterisk (\*) are capable of special movement, such as flight, and their abilities are explained in the sections pertaining to the units. Units with the mountain symbol (Δ) treat hills as clear terrain, and need not stop when entering mountain hexes. Units with a tree symbol (↑) treat woods as clear terrain.

## **THE GAME MAP**

The game map depicts the continent of Minaria. A hexagonal grid is superimposed on this map to regulate movement and combat. Each kingdom is tinted a different color to clearly define national boundaries. Areas not belonging to a particular kingdom are pale brown. Mountains, hills, forests, rivers, and many other terrain features are also represented and are explained in detail on the Terrain Effects Chart.

## **THE CARDS**

There are three types of cards used in DIVINE RIGHT:

# HOTHIOR

7 Armies, 2 Fleets

Royal Castle:  
Port Lork



Unno the Uncomely,  
Queen of Hothior



Boarhort the Braggart,  
King of Hothior

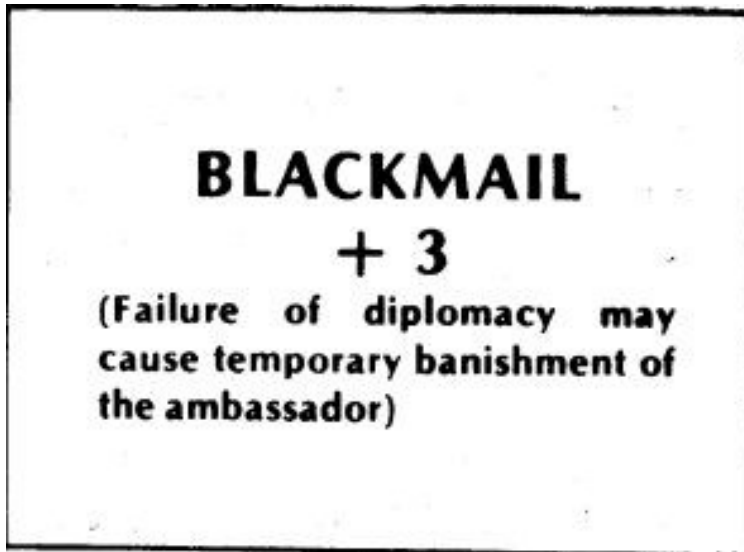


**Identity Cards** picture a king on one side and a queen on the other. Shown on all cards are the kingdom he or she rules, the national coat of arms, the name of the royal castle, and the number of regular armies and fleets (if any) belonging to the kingdom. The gender (sex) of the national monarch has no effect on the play of the game. At the players' discretion, each kingdom is ruled by either a king or a queen.

## PERSONALITY CARD #15

This monarch is a noble and faithful friend.  
Once his or her kingdom has joined an alliance,  
only death can bring about a deactivation.

**Personality Cards** are paired with all non-player monarchs. Each gives a brief profile of the monarch with which it has been paired, and lists, in game terms, what effect the monarch's personality will have on diplomacy, movement, combat, etc.



**Diplomacy Cards** list special maneuvers, functions, and tricks of the diplomatic art. There are two basic types. Some cards grant bonuses to the diplomatic die roll, while others bring special mercenary units into the service of the kingdom. Diplomacy cards are used by a player's ambassador during the Diplomacy Phase.

## THE BASIC GAME

The Basic Game is merely a streamlined version of DIVINE RIGHT. The Magicians, The Special Mercenaries, and The Magic Hexes are not used. This will allow players to master the mechanics of play. All rules given in the Basic Game apply to the Advanced Game. Once players are conversant with the movement, diplomacy, combat, and siege rules, they will be ready and anxious to add part or all of the advanced rules for an even more challenging and enjoyable game.

### PREPARE FOR PLAY

Lay the mapsheet out on a table large enough to leave room in front of each player for his or her personality cards, diplomacy cards, and other miscellaneous items essential for play of the game. Backfolding (folding each crease in the map opposite the way it was packaged) will allow the map to lie flat.

Carefully punch out the 45 Diplomacy cards, and, with scissors, cut out the 14 Identity cards and the 20 Personality cards. Go through the stack of Identity cards and remove **The Eaters of Wisdom**, **The Usurper**, and **The Black Hand**; they are not used in the Basic Game. Similarly, go through the Diplomacy cards and remove all Special Mercenary cards - they are not used in the Basic Game. Shuffle the remaining Diplomacy cards and place them, face down, near the map.

Shuffle the remaining 11 Identity cards. Each player now draws one. This will be the home kingdom of that player throughout the game. Players should note the coat of arms for the kingdoms they have selected, and punch out the matching unit counters for their nations (monarch, ambassador, armies, and fleets). The monarchs selected represent the players themselves (being either kings or queens, depending on the player's own gender). For purposes of clarity, they are referred to hereafter

as player monarchs. If a player monarch is killed, the player is out of the game.

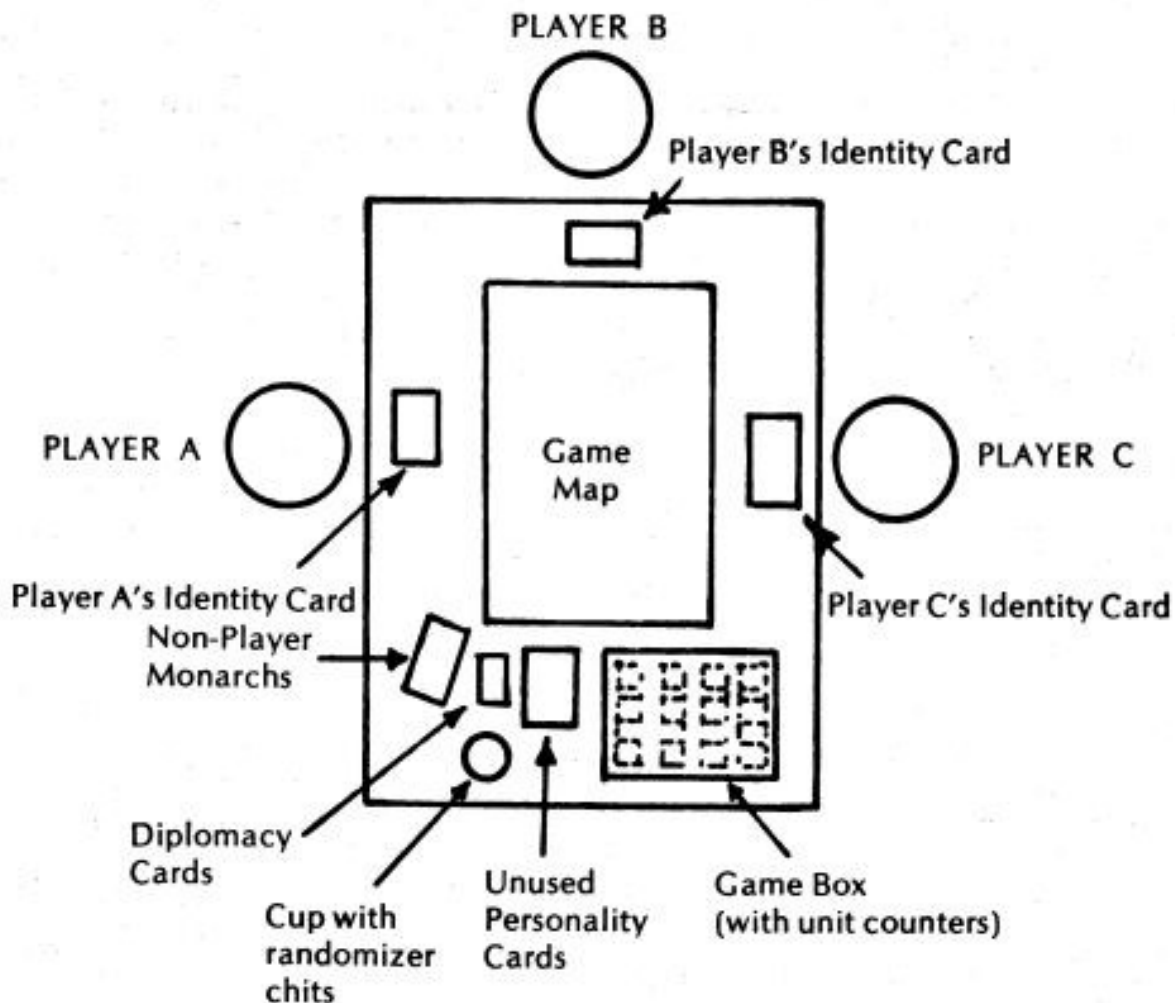
The remaining Identity cards represent the non-player monarchs. For the remainder of the game, the players will be attempting to get these monarchs and their forces to ally with them (through diplomacy) in the struggle for control of Minaria.

Shuffle the 20 Personality cards and, without looking, place one card beneath each of the remaining Identity cards. Any unused Personality cards are placed face down on the table near the Diplomacy cards. This gives each non-player monarch a distinct personality which is only revealed later in the game when an ambassador visits the monarch in person.

Players should also punch out (or sort) the unit counters for all non-player kingdoms, as well as the 13 mercenary armies (moneybags) and the 2 mercenary fleets. These may be placed in the game box or stacked neatly near the board for future use. The turn record indicator should be placed on the turn record track for turn one, and one randomizer chit for each player in the game should be placed in an empty coffee cup or similar opaque container.

The unused cards and unit counters (which will include all forces of the various non-player kingdoms) are set aside at this time to avoid confusion. Place them within easy reach for possible later use. Players now place their armies and fleets on the mapsheet according to the starting locations printed on the unit counters. The monarch and the ambassador of each player kingdom always start in the royal castle. The game is ready to begin.

## SUGGESTED TABLE LAYOUT



## SEQUENCE OF PLAY

DIVINE RIGHT is played in successive turns called **game turns**, each of which is divided into a number of **player turns** - one for each player. During a **game turn**, each of the players takes a **player turn**, during which that player rolls for events, draws a Diplomacy card, conducts diplomacy, resolves any sieges in progress, maneuvers units around the playing map, and, finally, resolves any combat situations.

The sequence of play lists the order in which each player must perform these various functions. Usually, only the player whose turn is in progress may perform any game functions. When all players have finished their **player turns**, the turn record indicator is moved to record the passage of one **game turn**. The game ends when one player monarch has eliminated all other player monarchs, or 20 **game turns** have been played (see VICTORY CONDITIONS).

## SEQUENCE OUTLINE

1. **Player order determination:** The Randomizing chits are dropped into the cup. Without looking, each player draws one. The numbers on the chits indicate the order in which the players will take their **player turns** during this **game turn**. Once all players have drawn, the numbers are revealed and the

order of play for that game turn is thus established.

## 2. **First player-turn**

1. **Roll for events** - The player rolls 2 dice, consults the Events Table, and performs the actions indicated by the dice roll.
2. **Draw a Diplomacy card** - The player draws the top card from the deck of Diplomacy cards. This card may be used in the Diplomacy phase which immediately follows, or it may be saved for use on a later game turn.
3. **Conduct Diplomacy** - At this time, the player may choose to have his or her ambassador perform any **one** of the functions listed below. Note: the ambassador does not have a movement allowance. The unit is simply placed anywhere on the board in the hex where the diplomatic function is to occur.
  1. **Attempt to Activate any non-allied non-player monarch.**  
The ambassador is placed in the royal castle of the nation to be activated. The Personality card of that monarch is read aloud, and a die is rolled. This die roll is called the **Diplomatic Die Roll**. Any one Diplomacy card may be played before the die is rolled in order to modify the result. If the number rolled (which may be modified by a Diplomacy card bonus) is a 6 or greater, the monarch, his or her kingdom, and its armed forces ally themselves with the player.
  2. **Attempt to Deactivate any enemy-allied non-player monarch.** The ambassador is placed directly on the monarch of the nation to be deactivated (removed from an enemy alliance). The Personality card of that monarch is read aloud, and the **Diplomatic Die Roll** is made. Again, one Diplomacy card may be played before the die is rolled. If the number rolled is 7 or greater, the monarch, his or her kingdom, and its armed forces immediately drop out of the enemy alliance and become neutral (non-allied) again.
  3. **Attempt to assassinate any one enemy-allied non-player monarch.** The ambassador is placed directly upon the enemy-allied monarch to be assassinated. Both players roll the die. No Diplomatic cards may be played. High roll kills the other. A tie has no effect.
  4. **Duel an enemy ambassador.** The ambassador is placed in the royal castle of the ambassador with whom the duel is to take place. Both players roll a die. High roll kills the other. Ties kill both ambassadors.
  5. **Bring in a Special Mercenary** (advanced game). The appropriate Diplomacy card is played, turned face up, and read aloud. The ambassador counter and the Special Mercenary unit counter are placed on the given entry hex. The Special Mercenary may move and attack on this player-turn. The Diplomacy card used to enter that mercenary is kept, face up, on the table in front of the owning player for the remainder of the game, or until the Special Mercenary is eliminated.
  6. **Attempt to raise a Barbarian Army** (advanced game). The

ambassador is placed on any pale brown (outside any existing kingdom) clear terrain hex (unoccupied by enemy forces) on the North or South edges of the playing map. No Diplomacy card may be played. Roll a die. If the result is a 3 through 6, that many Barbarians are brought into play at that hex in the service of the player monarch. If the result is a 1 or 2, that many friendly (currently in the service of the monarch) Barbarians (if any) are removed from play. Also, if the result is a 1, the ambassador is killed by the Barbarians and is out of play for two game turns. Barbarians may not move or attack during the player turn in which they were raised.

4. **Resolve Sieges** - Any sieges being conducted by the player-monarch are now resolved according to the rules for siege combat.
5. **Movement** - The player monarch may now move as many or as few units as he or she wishes. A player may move his or her own units, units of allied kingdoms, friendly mercenaries, and friendly Barbarians (advanced game). Units are moved over the hexagonal grid, expending basically one movement point per hex (see TERRAIN EFFECTS CHART). Units may be moved in any direction or combination of directions, up to their full printed movement allowance. Combat units of a player may not enter the same hex as the combat units of any other player. Any number of units from one country, plus friendly mercenaries, may be stacked in the same hex.
6. **Resolve Combat** - Wherever combat units of the player are adjacent to those of an enemy player monarch, or enemy allied kingdom, combat **may** occur. The player states which units are being attacked, and which units will do the attacking. All combat units are worth 1 point each. Both the attacker and the defender roll a die. The difference between the die rolls, as modified by the battle odds (see COMBAT), gives the number of units to be lost by the player with the lower roll. In case of a tie; each player loses a number of units equal to the amount shown on the die. Units may attempt to retreat before combat. Initiating combat is always optional. The player may make as many or as few attacks as desired. No unit may attack or be attacked more than once per player turn (not counting siege combat). (See COMBAT.)
3. **Second and Subsequent player turns:** In the order determined each turn by the randomizing chits, each player now takes his or her player turn, going through steps A through F as outlined above, until all players have completed their player turns.
4. **Move Turn Record Indicator:** Move the turn record indicator forward to record the passage of one **game turn**. Players are now ready to begin the next turn.

## PLAYER ORDER DETERMINATION

During this part of a game turn, the players randomly determine who is to have the first player turn, who the second, third, and so on. The order of the players will be changing from game turn to game turn. It is possible for one player to have the last player turn on one game turn and the first player game turn on the next, allowing



that player, in effect, two player turns in a row.

The 6 counters numbered 1 through 6 are called randomizer chits. Count out one for each player (starting with the number 1) and put them in a cup. At the beginning of each game turn, all players draw one chit from the cup. The player with chit #1 has the first player turn, the player with chit #2 has the second, and so on. Players should keep their chits in front of them on the table to help remember player order. The chits are returned to the cup prior to the start of the next game turn.

## EVENTS

Random events, both good and ill, bring additional troops to the field, storms at sea, or even the untimely death of an important non-player ally. The first action taken by a player during his or her turn is to roll for an event. Two dice are rolled, and the total is matched with the indicated event on the Events Table. The various possible events are explained in detail following the table:

### RANDOM EVENTS TABLE

<u>Dice Roll</u>	<u>Event</u>
2	UNTIMELY DEATH - A friendly allied non-player monarch (if any) dies . . . determine randomly who dies.
3	STORMS - Lose one fleet (if any). You may pick which fleet is to be eliminated.
4	MUTINY - Lose one regular or mercenary unit. You may pick which unit is to be eliminated.
5	BAD OMENS - The regulars of one kingdom won't fight or siege on this player turn (movement is not affected). Determine randomly from among player kingdom and allies.
6	REPLACEMENTS - Bring 2 eliminated regular units back into play (these must be units of the player monarch or allied kingdoms).
7	NO EVENT - Things are calm.
8	REINFORCEMENTS - Bring 2 mercenary units (armies or fleets) into play in any friendly castle or port.
9	PLAGUE - Lose one regular or mercenary unit.
10	REPLACEMENT - Bring 1 regular or mercenary unit into play.
11	DESERTION - Lose 1 mercenary unit (if any). You may pick which unit is to be eliminated.
12	HELP FROM AFAR - One non-allied non-player monarch (if any are available) becomes an immediate ally. Determine randomly.

All gains and losses of units as a result of events apply only to the player rolling the dice. Replacements and reinforcements may not be given to, nor losses taken from, another player.

Regular units must enter at the place named on the counter. If that hex is occupied by enemy units, or is under siege, those particular units may not enter the game. Mercenary units may enter on any friendly castle or port.

A **friendly castle** or port is any castle or port inside the boundaries of a kingdom belonging to the player monarch or one of that monarch's allies. Also, any plundered castle/port not meeting the above requirements is considered **friendly** if occupied by at least one friendly combat unit. If a fleet (regular or mercenary) is

available, it may be taken as a replacement or a reinforcement. A player with no friendly ports may not bring in a fleet.

The regular forces of a country may never exceed the numbers printed on the monarch's Identity card. Mercenary units, however, may supplement this total. If no regulars have been eliminated, and the event calls for eliminated regulars as replacements, treat the roll as NO EVENT. However, if all mercenaries are already in play, and the event calls for mercenaries as reinforcements or replacements, the player may take the units specified from anywhere on the map . . . from any enemy, or enemy allied army.

All replacements and reinforcements may move and fight on the same player turn that they appear.

All results of a player's roll on the Events Table will occur at once. If current circumstances dictate an impossible event, then treat the roll as NO EVENT.

## **Mercenary Units**

Mercenary combat units are occasionally brought into play by the Random Events Table. When this occurs, the player adds the appropriate number of counters of mercenary troops to his forces on the board. The new mercenary units appearing may be placed on the board in any friendly castle or castles (except those which are currently besieged).

Friendly mercenary units may stack with any friendly troops - either with a player monarch's own units, those of an allied non-player kingdom, or any Special Mercenary units currently under like command.

Mercenary troops differ from Special Mercenary units (see THE SPECIAL MERCENARIES, Advanced Game).

## **DIPLOMACY**

In DIVINE RIGHT, good diplomacy, more than any other aspect of play, will prove the key to success. At this time it should be pointed out that all diplomacy in the game may only take place between player monarchs and non-player monarchs, special mercenaries, and barbarians. All player monarchs are considered to be enemies, even if two or more are cooperating for a common cause. Alliances, when they occur, are between a player monarch and any number of non-player monarchs. Temporary agreements between players are **not** binding!

Each player monarch has **one** ambassador. The ambassadors of all non-player monarchs are **not** used; set them aside. On any given player turn, the ambassador may work on any **one** of the 6 different diplomatic tasks in the game:

1. Attempt to Activate any non-allied non-player monarch.
2. Attempt to Deactivate any enemy-allied non-player monarch.
3. Attempt to Assassinate any enemy-allied non-player monarch.
4. Duel an enemy Ambassador.
5. Bring in a Special Mercenary (advanced game only).
6. Attempt to raise a Barbarian Army (advanced game only).

Ambassadors are mortal, and should an ambassador be killed, two game turns must

pass before a successor may take over. Ambassadors do not need a movement allowance - the unit is simply placed in the hex where the diplomatic function is to occur.

After a diplomatic task is resolved, be it a success or failure, the ambassador unit is returned to its royal castle (unless, of course, the ambassador is dead). If the royal castle is enemy occupied or under siege, the ambassador returns to the hex of its player monarch, or is just held off the playing map until the player's next turn. The movement of ambassadors is in no way hindered by sieges, or other activities of combat units.

## **DIPLOMACY CARDS**

The Diplomacy cards list the maneuvers and tricks of the diplomatic art in Minaria. There are two basic types of cards. Some cards grant bonuses to the diplomatic die roll. These are called diplomatic ploys. Others allow the ambassador to bring special mercenary units into the service of the kingdom. These are called Special Mercenary cards, and they are only used in the advanced game.

Before conducting diplomacy, a player draws one Diplomacy card, even if that player's ambassador is dead. Diplomatic cards may be accumulated, but may not be traded or exchanged by the players.

### **Inventory of the Diplomacy Cards (45)**

3 - Long Orations + 1	2 - Long Orations + 2
3 - Bribes +1	2 - Bribes +2
3 - Crass Bribes +2	2 - Threats +1
2 - Threats + 2	3 - Marriages + 1
1 - Marriage +2	2 - Blackmail +2
1 - Blackmail +3	2 - White Magic +1
2 - White Magic + 2	3 - Black Magic + 2
1 - Black Magic + 3	13 - Special Mercenary Cards

When all Diplomacy cards have been drawn, the discard pile is reshuffled and the deck is turned face down.

## **ACTIVATING A NON-ALLIED NON-PLAYER MONARCH**

To activate a non-allied non-player kingdom, the ambassador is placed in the royal castle of any non-allied non-player monarch. The Personality card of that monarch is read out loud. The Personality cards often give bonuses or penalties to various diplomatic ploys. The player then decides which Diplomacy card (if any) the ambassador will use, and rolls one die. This is called the diplomatic die roll. If the result, after all bonuses have been added and penalties subtracted, is a 6 or more, the non-player monarch has joined the player monarch as an ally (this is called activation). If a Diplomacy card was used, it is now discarded.

The new ally's forces, and the counter for their monarch, are set up on the playing map immediately, according to the locations specified on the unit counters. These forces may not move or attack until the next game turn.

Allied forces are moved by the owning player monarch. They may not stack with forces of any other kingdom, but they may conduct sieges, move, and attack at the

same time (or in conjunction with) other friendly allied forces and/or forces of the player monarch. Mercenaries may be stacked with any friendly forces.

## **DEACTIVATING AN ENEMY-ALLIED NON-PLAYER MONARCH**

Enemy-allied non-player monarchs may be persuaded to drop out of their alliance (deactivate) in a manner similar to activation. The ambassador is placed directly on the enemy-allied monarch to be deactivated, wherever that monarch happens to be - land, sea, or air. The Personality card of the monarch is read aloud. The ambassador may play any one Diplomacy card, and a die is rolled. If the result is a 7 or more, the monarch is deactivated and drops out of the enemy alliance. If a Diplomacy card was played, it is now discarded.

Deactivated forces are removed from the playing map after the combat portion of the current player's turn. The units defend and retreat normally until removed. The Identity card and the Personality card of the deactivated monarch remain together, and are returned to the pool of non-allied non-player monarchs. Players will find it convenient to stack the remaining forces of the deactivated monarch directly on the card. Any regular units eliminated while the monarch was active remain eliminated. Regulars may only be replaced (via events) while a kingdom is active. Only those regulars alive at the time of deactivation will be set up if the monarch is activated again on a subsequent player turn.

Mercenaries stacked with forces that deactivate remain in play under the command of their original owner.

## **ATTEMPTED ASSASSINATION OF AN ENEMY-ALLIED NON-PLAYER MONARCH**

Once, during the **entire** game, each player monarch may send his or her ambassador on an attempt to assassinate an enemy-allied non-player monarch. The ambassador is placed on the intended victim. Diplomacy cards may **not** be played. Both players roll a die. If the monarch rolls higher, the ambassador is dead. If the ambassador rolls higher, the monarch is dead. If the result is a tie, nobody is killed, and the ambassador is chased out of the kingdom.

An assassination which is successful deactivates the monarch and his or her forces (see Death of a Non-Player Monarch under LEADERS). However, **no** points are scored.

After any unsuccessful assassination attempt, the ambassador (or successors if killed) is permanently **banished** from the kingdom until the offended monarch dies by some other means.

## **DUELING AN ENEMY AMBASSADOR**

A player's ambassador may be commanded to duel, once per game, with each of the other player's ambassadors. Regardless of who makes the challenge, each ambassador may duel each other ambassador only once. The ambassador counter is placed in the hex with the intended opponent. No Diplomacy cards may be played. Both players roll a die. The lower roll loses, and that ambassador is killed. If the result is a tie, both ambassadors are killed. An ambassador may not refuse a challenge.

## THE DEATH OF AN AMBASSADOR

Occasionally, an ambassador is killed. When this happens, the ambassador unit is temporarily removed from the map for the player's next two player turns. The ambassador counter is placed three turns ahead on the Time Record Track. During this time, the player may conduct no diplomacy. On the third game turn after the ambassador's death, a "successor" becomes available, and the player's ambassador unit is returned to the playing map. Diplomatic functions may once again be attempted. *Any Diplomatic penalties incurred by one ambassador are passed on to all successors.*

A player continues to draw Diplomatic cards, even while his or her ambassador is dead.

## BANISHING AMBASSADORS

The play of certain Diplomacy cards - **Black Magic**, **Threats**, **Blackmail**, and **Crass Bribes** - cause the banishment of the ambassador if the diplomatic die roll fails. While banished, the ambassador may not attempt any of the diplomatic functions upon the offended monarch or kingdom. The term of banishment is a number of turns equal to the modifying number on the Diplomacy card, plus one. Thus, if a player is unsuccessful with a + 1 Threat, the ambassador would be banished from that kingdom for two full game turns. A side record of banishments should be kept with paper and pencil. Certain Personality cards may also require banishment of an ambassador. If a player manages to incur both types of banishment at once, the terms of banishment are added together.

## THE DIPLOMATIC PENALTY

When units of any type (except ambassadors) cross a border and enter the territory of a non-allied kingdom, the violating player is subjected to the Diplomatic Penalty. Any subsequent diplomatic die rolls attempted in the violated kingdom are made with -1 subtracted from the die roll. The Diplomatic Penalty is never awarded for entering allied or enemy allied kingdoms. Once a non-allied kingdom has been violated, any subsequent violations of its territory by the same player do not result in further penalty.

Units (including mercenaries) in a formerly active kingdom that has suddenly deactivated and become neutral have their next friendly movement phase to leave the now-neutral kingdom or else incur the Diplomatic Penalty. Such units unable to leave in time may be voluntarily eliminated to avoid the penalty.

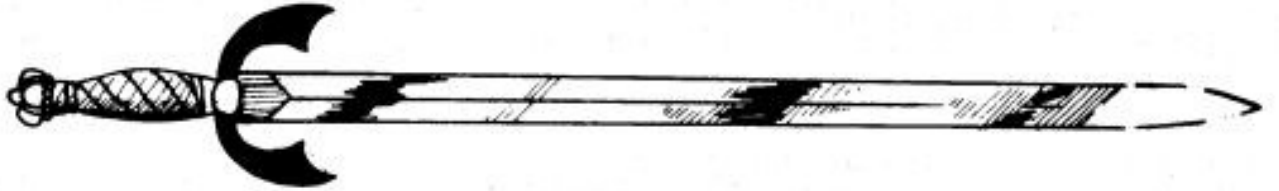
In the basic game, the territory of the magicians is treated as unclaimed land, and their castles and Stubstaff Keep are nonexistent. Also, large portions of Minaria, such as the Wetlands, the Banished Lands, the Wastes of Vah-Ka-Ka, the Withering, the Blasted Heath, the Shards of Lor, and the Wild Reaches are claimed by no kingdom. No penalty is incurred for entering such areas, and these territories are pale brown in color on the mapsheet.

## ACTIVATING A VIOLATED KINGDOM

If it happens that any or all of the placement hexes of a non-allied kingdom are occupied by enemy combat units, diplomacy may be conducted by simply placing

the ambassador anywhere in that kingdom. If activated, the kingdom's regulars are placed normally and/or adjacent to any of their own occupied placement hexes.

Combat units may not enter unplundered castles. If violating combat units declare a siege on a non-allied castle, the violated kingdom immediately joins the alliance of any player monarch **other** than the invader (determined randomly). After the combat units are set up, the siege, or sieges, must be re-figured to determine if a state of siege still exists (see SIEGES).



## SIEGES

No castle or port may be occupied by enemy combat units until after it has been sieged, and a **plundered** result has been obtained during the siege resolution part of the attacker's player turn. Since, for purposes of siege, ports are treated like castles, the word "castle" will henceforth mean: castle or port.

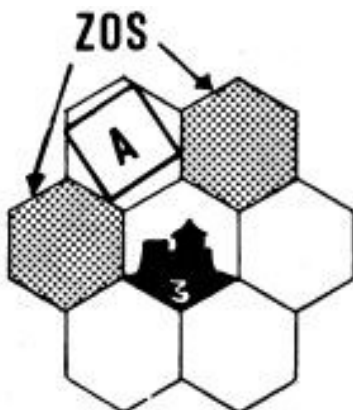
To besiege a castle, the following requirements must first be met:

1. The castle must be surrounded by besieging units, or their **Zones of Siege**.
2. No defending units may be "outside" the castle.
3. The number of besieging combat units must equal or exceed the total of the defending combat units inside the castle, plus the intrinsic defense strength of the castle.

Units of different players may not cooperate by totalling their combat strengths to besiege a castle. They may, however, each besiege the same castle of the same kingdom at once; in such an instance, each is considered a separate siege (although since both are hostile, a joint Zone of Siege could be created) and the first to force the castle's defeat will be the victor.

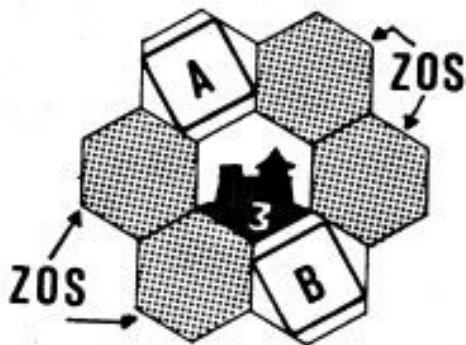
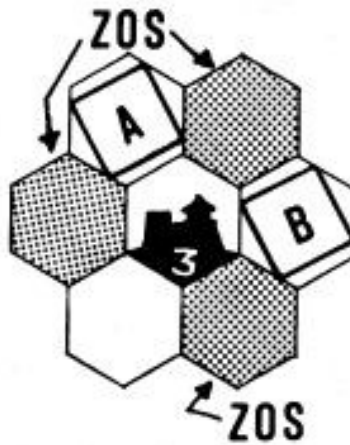
## THE ZONE OF SIEGE

To lay siege to a castle, it must first be surrounded by combat units, or their **Zones of Siege**. Only units adjacent to a castle exhibit a Zone of Siege. It extends one hex around the castle, in either direction, away from the combat unit(s).



In this example, unit A's Zone of Siege extends around the castle as shown, but a siege may not be declared, as the castle is not completely surrounded by Zones of Siege.

In this example, units A and B and their Zones of Siege cover all hexes around the castle **except** one. A siege may not be declared.



In this example, the castle is completely surrounded by units, or their Zones of Siege. A siege may be declared if all other conditions are met.

The Zone of Siege of a fleet may extend only into all sea, or coastal hexes. The Zone of Siege of a land combat unit extends only to all land and coastal hexes (inland bodies of water do not inhibit zones of siege, however). The Zone of Siege is not negated by the presence of a unit friendly to the besieged castle (see Relieving Forces later in this section).

## UNITS "OUTSIDE" A CASTLE

Units in a castle hex may be "inside" the walls or "outside" the castle in the immediate area. At all times, players should keep track of this by **inverting** units which are "inside" the castle.

All combat units "outside" a castle must be eliminated, or forced to retreat into the castle or out of the hex, before a siege may be declared. Units "outside" a castle may only be attacked during the combat resolution part of the attacker's player-turn. Units may attempt to retreat before combat (see COMBAT) into the castle. A leader who is "inside" a castle may not add a combat bonus to units attacking or defending "outside" the castle. There is no movement point cost for moving in or out of the castle, but it may only be done during the owning player's movement phase, or due to a retreat or advance during combat.

Note: Whether a unit is "inside" or "outside" a castle also has some bearing on disasters such as earthquakes, which affect units "inside" castles.

## THE INTRINSIC DEFENSE STRENGTH OF A CASTLE

All castles on the playing map have a number printed on the hex. This is the intrinsic defense strength of the castle. To declare a siege on a castle, the attacker must encircle the castle with a number of combat units equal to, or greater than, the intrinsic defense strength of the castle **plus** any combat units inside the castle. Each combat unit is worth 1 point (remember that leaders and ambassadors are not considered combat units). The intrinsic defense strength of a castle is only useful as

a defense against sieges it may not be used to make an attack.

A castle with its intrinsic defense strength intact may not be entered by enemy units (except ambassadors). *If a castle is plundered, its intrinsic defense strength is lost.*

## DECLARING A SIEGE

The instant the three conditions for sieging a castle are met, a player may declare that castle besieged, or "under siege". A player may declare a siege even if it is not his or her turn. EXAMPLE: Player A has surrounded player B's castle (intrinsic defense strength 3) with 8 combat units. But, after combat, player B still has 2 combat units "outside" the castle, in the castle hex. No siege may be declared. If player B, on his turn, moves these 2 units inside the castle, or if player C, on her turn, attacks and eliminates the 2 units "outside" player B's castle, Player A may immediately declare the castle under siege, even though it is not his turn.

Combat units moved adjacent to a castle after a **retreat before combat** (see COMBAT) may not be counted as besieging forces until after the movement portion of their next turn.

## EFFECTS OF A SIEGE

Replacements, reinforcements, and special mercenaries (advanced game) may not enter the game in a castle under siege.

Combat units attempting to leave a besieged castle must first attack all besieging enemy combat units. Such combat is resolved in the same manner as normal combat, but takes place during the siege resolution portion of the player's turn. Win or lose, any surviving units may then be moved out of the castle. They may move out through any Zone of Siege, up to their full movement allowance, but may make no further attacks in that player turn. If the castle is completely surrounded (in all 6 hexes) by enemy combat units, a hex must first be cleared before units may leave the castle hex.

Besieged forces may choose to attack during the combat portion of their turn, instead of during the siege resolution phase. The besieged forces may only advance one hex after attacking, and then only if they eliminate all units in a given hex. However, additional friendly forces outside the castle hex may join in attacks made during the combat phase.

Any besieged units which attack besieging forces may remain "outside" the castle after their attack. This breaks the siege until the besieging forces can eliminate all units "outside" the castle.

## RESOLVING A SIEGE

Once a siege has been declared, and as long as it is in effect, the castle may be attacked only on each of the besieging player's subsequent siege resolution phases.

To make a siege attack, one die is rolled. This is called the *siege die roll*. If the result is a 6, the castle is taken. All combat units within are eliminated. All leaders within must take a leader fate die roll. A plundered marker is placed on the castle and the winning player scores victory points (see VICTORY CONDITIONS). Some, all, or none



of the besieging units may advance into the castle hex. Units which have made a siege attack (successful or not) may not otherwise move or attack in the same player turn.

If the siege die roll is a 5 or less, nothing happens. The siege may continue as long as the besieging forces are able to maintain the conditions of siege.

A *plundered* castle is treated as though it were nonexistent for purposes of siege or combat. It does, however, retain its function as a placement hex for regulars or mercenaries. If it was a royal castle, it may continue as the location for the conduct of diplomacy, provided it is not enemy occupied. Occupying a plundered castle with a combat unit makes the castle friendly for purposes of entering mercenaries. Once a castle is plundered, it remains plundered for the rest of the game, and its intrinsic defense strength is lost.

**Modifying the Siege Die Roll** - The greater the attacking force, the better the attacker's chance of success. Divide the total number of attacking combat units by the total strength of all defending units **plus** the defense strength of the castle. Drop any fractions and subtract one. The number remaining is **added** to the attacker's siege die roll.

EXAMPLE #1: 15 combat units besiege a castle with an intrinsic defense strength of 4. The castle has 3 combat units inside, giving it a total strength of 7. ( $15 / 7 = 2.14$ ) Dropping the fraction and subtracting one, leaves one. One is added to the attacker's siege die roll. Therefore a roll of 5 or 6 on the die would plunder the castle.

EXAMPLE #2: This time, the castle has 4 combat units inside, giving it a total strength of 8. ( $15 / 8 = 1.88$ ) Dropping the fraction and subtracting one leaves no addition to the die roll.

EXAMPLE #3: If only 1 combat unit were inside the castle, two would be added to the attacker's siege die roll ( $15 / 5 = 3 - 1 = 2$ ).

## **FLEETS AT SIEGES**

Fleets may contribute their strength to both the defense and attack in siege warfare. Fleets may not attack a hex into which they could not possibly move (i.e., land hexes).

At least one besieging fleet is required to initiate and/or maintain a siege of any port. A fleet's zone of siege may cover any adjacent all-sea or coast hex, and every all-sea hex adjacent to the port must be so covered, either by fleets in a single hex, or in combination with the zones of siege of one or more fleets in other hexes.

Land combat units aboard fleets may be counted (along with the fleets) in a siege. Such seaborne land combat units do not exhibit a Zone of Siege (though the fleet carrying them still does) and may only participate in siege combat with the besieged forces. Besieging seaborne land combat units may be attacked along with the fleets by besieged land forces only during the besieged player's siege phase. Seaborne land combat units are not counted during any regular combat phase.

## RELIEVING FORCES

Friendly forces outside a besieged castle hex may win the right to advance into the castle hex by moving adjacent to it and attacking any one hex full of besieging units (it may be only one unit). The attack is made during the besieged player's combat phase. Win or lose, the relieving force may then advance into the castle hex.

If the castle is completely surrounded by enemy units, the relieving force must first clear a hex of besieging units before advancing into the castle hex. This may be done by forcing the opposing units to retreat, or eliminating them in combat. Once the hex is cleared, the relieving force may then advance two hexes, first into the vacated hex and then into the castle hex. This is the only exception to the one-hex limit on advance after combat (see COMBAT).

A relieving force that fights its way into a castle hex, as well as those that attacked from within (if any), may choose to remain "outside" the castle, or go inside behind the walls. If any forces remain "outside" the castle, or if enough units have advanced into the castle, the siege is broken.

## FORCED PEACE

If an allied royal castle (and only a royal castle) is plundered and occupied, the occupying player may attempt to force the dispossessed monarch to make peace (by committing heinous acts). The occupying player gets a special die roll during his or her diplomacy phase. This is called the forced peace die roll. The occupying player's ambassador, meanwhile, may conduct diplomacy elsewhere as normal. If the result of the forced peace die roll is a 5 or 6, the kingdom goes into a Forced Peace. Diplomacy cards and the Diplomatic Penalty may not be used to modify the forced peace die roll. If, however, the dispossessed alliance contested the occupying forces by attacking them (win or lose), during his or her last player turn, the Forced Peace will only happen on a roll of 6.

During the diplomacy phase, the player occupying an allied royal castle may choose to use normal diplomacy in an attempt to deactivate the dispossessed monarch. If this is done, a Forced Peace die roll may not be made.

**Effects of a Forced Peace** - If a kingdom goes into Forced Peace, roll one die. This shows how many full game turns the Forced Peace will last. During a Forced Peace, no ambassadors may attempt to work diplomacy in that kingdom. A kingdom which goes into a Forced Peace must remove all units from the map at the end of the current player turn. The monarch's Identity and Personality cards are returned to the pool of non-allied non-player monarchs, and the unit counter for the monarch is placed on the time record track on the turn he or she becomes available again for diplomacy.

Any player violating the border of a kingdom during its Forced Peace incurs the Diplomatic Penalty, **and** causes the Forced Peace to end. The monarch immediately becomes available to ambassadors. Only those regulars alive at the time of deactivation will be set up if the kingdom is subsequently activated, and plundered castles will remain plundered for the rest of the game.

Player monarchs who lose their royal castle are never subject to Forced Peace attempts.

# MOVEMENT

During the movement phase of a given player-turn, the player may move any, all, or none of his or her units, in any direction or combination of directions. Only the player whose turn it is may move units.

Units, or stacks of units, are moved, one at a time, tracing a path of contiguous hexes over the playing map. As each unit, or stack, enters a hex, it expends one or more movement points from its movement allowance, depending upon the type of terrain in the hex.

## THE MOVEMENT ALLOWANCE

The movement allowance of a given unit is printed on the upper right corner of that unit. The movement allowance of a unit is the number of movement points it may expend in a single game turn. Movement points may **not** be "saved" from one turn to the next, nor may they be transferred from one unit to another.

## WHICH UNITS MAY MOVE

Units of the player monarch (including friendly mercenary, special mercenary and barbarian units) and units of any of his or her allied kingdoms may be moved. Units under siege, or units of a kingdom which has activated or deactivated in a player turn, may not be moved in the same player turn.

## HOW TO MOVE

Movement is calculated in terms of movement points. A clear terrain hex costs one movement point to enter, other types may cost more. A unit expends the movement point cost listed on the Terrain Effects Chart to enter each hex of a particular type of terrain (see Terrain Effects Chart).








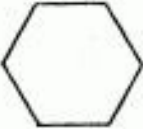





Units may be moved individually, or in stacks. Only certain units are allowed to stack together (see STACKING). Units that begin their turn stacked together may move as a stack at the speed of the slowest unit in the stack. Units moving in a stack need not stay together throughout a move. Some units may be left behind as the stack moves, or the stack may cease moving and a unit or units may continue movement up to their printed movement allowance.

## TERRAIN EFFECTS CHART

Each type of hex represents a certain type of terrain as shown below, and each unit entering a particular hex must expend a certain number of movement points from its allowance to do so. No unit may enter a hex unless it has sufficient movement allowance to pay all movement expenses for the hex. However, any unit may **always** move at least a single hex, even if it does not otherwise possess sufficient movement points to do so.

Terrain effects are cumulative. To enter a forested mountain hex, for example, would cost five movement points **and** the unit would have to cease further movement (see below).

*Note: The various colors on the map represent the individual kingdoms in the game. Pale brown areas are territories that are not part of any particular kingdom.*

	Clear terrain	One movement point per hex
	Forest*	Two movement points per hex
	River	Two movement points per hex (moving into, across, or along)
	Hills*	Two movement points per hex
	Mountains*	Three movement points per hex. A piece entering a mountain hex must cease movement. Units defending in a mountain hex may add one to the combat die roll.
	Lakeshore	One movement point. Units may not cross all-lake hexsides.
	Coast	One movement point. Fleets cannot cross all-land hexsides; land units cannot cross all-sea hexsides.
	Open Sea	One movement point for fleets per hex. Unless transported, land units may not enter.
	Swamp	Two movement points per hex
	Isle of Fright	One movement point for fleets to enter. Fleets may only enter if effecting a rescue.
	Mountain Pass	Two movement points to enter. Units defending in a mountain pass hex are doubled in combat value.
	Castle	Hex is forbidden to enemy units (see SIEGE). Friendly units pay one movement point to enter. Castles with crown symbols are Royal Castles.
	Port	Same as castle hex. Fleets and land units enter at the cost of one movement point.



Ancient  
Battlefield

A scenic hex. One movement point to enter.

Scenic Hex

Treat as clear terrain (one movement point to enter) except Serpent Bay (open sea) and Stubstaff Keep (castle). Many different scenic hexes are shown on the mapboard. Units may only end their movement in a scenic hex if the special mercenary which enters there is currently in play or has been permanently eliminated.

\*This type of terrain hex may be entered or traversed more easily by units with special terrain bonuses (see **Special Terrain Bonuses**).

## MOVEMENT RESTRICTIONS

A friendly unit may never enter a hex containing an enemy unit. Units of different allied kingdoms may not end their turn in the same hex. No unit may expend more movement points than its printed movement allowance (but units may receive a movement bonus when stacked with leaders; see LEADERS). If the terrain cost for a given hex would cause a unit to exceed its movement allowance, the unit may not enter the hex.

Land units may not cross all-sea hex sides. Fleets may not cross all-land hex sides.

All ports are considered to be coastal hexes and may be entered by both fleets and land units.

No unit may move or retreat off the playing map. A unit forced to do so is eliminated.

## SPECIAL TERRAIN BONUSES

Some units have either a tree symbol (&uparr;) or a mountain symbol (Δ), or both, printed beneath their movement allowance. Units with the tree symbol may move through forests as though they were clear terrain. Units with the mountain symbol may move through hills as though they were clear terrain, and need not stop upon entering a mountain hex (although they must still pay 3 movement points per mountain hex entered). **All monarchs and regulars possess forest and mountain terrain bonuses within their home country.** Certain units in the advanced game are marked with an asterisk (\*) and have special movement capabilities. These are explained in the sections pertaining to those units.

Ambassadors do not have a movement allowance. They are simply placed on the hex where a diplomatic function is to occur. Afterwards, they are returned to their royal castles. Such moves are made without regard to distance or intervening terrain.

## FLEET MOVEMENT

Fleets are sea-going combat units. They may enter all-sea hexes, coast hexes, and friendly ports, expending one movement point per hex. Fleets may not enter a hex containing enemy units. Fleets of allied kingdoms may never end their movement in the same hex. Fleets may move through a coast hex containing only enemy land

units, but may not end their move there; fleets never force a leader fate die roll on enemy monarchs in coast hexes by doing so (whether or not the monarch is alone).

## SEA TRANSPORT

Fleets may transport land combat units, devices, and leaders by sea. Each fleet may carry one combat unit and any number of leaders and devices. To do so, the fleet moves into the hex of the unit to be transported, and embarks the unit. The fleet may then continue movement. A unit being transported by a fleet may debark in any coastal hex that does not contain mountains, or in any friendly port. Embarking and debarking are accomplished at no cost in movement points to the fleet. A fleet may continue moving, embarking, and debarking land units until its movement allowance is spent. *Units being transported by sea may **not** otherwise move on that turn.*

## ZONES OF CONTROL

Unlike many other games, units in DIVINE RIGHT do not have zones of control. Each unit controls only the hex that it occupies. Units may pass through hexes adjacent to enemy units without penalty or delay, except into or out of besieged castle hexes.

## STACKING

All units of a single kingdom, plus any number of mercenaries, may be stacked in a single hex. Units may pass through a hex containing friendly allied units, but may not end their turn in the same hex. Mercenaries may be stacked with any friendly units and may move from one friendly stack to another without penalty. Fleets are subject to the same stacking restrictions. Friendly allied units may enter and defend a castle of another friendly ally if the castle is unoccupied, but may never stack with other units of that ally.

Any player, at any time, may examine the stacks of opposing players to determine their strength and to ascertain the presence of any leaders or special mercenaries (advanced game).

## COMBAT

Combat occurs between adjacent opposing units at the discretion of the player whose turn is in progress. This player is considered the attacker. Players owning units which are being attacked are the defenders, regardless of the overall strategic situation.

After a given attack has been stated, the defender may attempt to retreat before combat. Units which choose not to retreat, or fail in their attempt, must stand and fight.

To resolve an attack, the attacker and the defender each roll a die. This is called the combat die roll. The combat die roll of both the attacker and the defender can be modified by having superior numbers, special Personality cards, or leaders or devices in the advanced game. The high roll is the winner, the low roll is the loser. The loser must remove a number of combat units equal to the difference between

the combat die rolls. If the result was a tie, both the attacker and the defender must lose a number of combat units equal to the number rolled.

EXAMPLE: Player A, with a bonus of +2 rolls a 2. Player B, with no bonus, rolls a 4. The result is a 4-4 tie. Each player must remove 4 combat units.

When taking combat losses, the owning player always decides which units to eliminate.

If all defending units in a given hex retreat before combat, or are eliminated, the attacker may advance some, all, or none of the units which attempted the attack into the hex vacated by the defender.

All attacks must be stated before any are resolved, but attacks may be resolved in any order the attacker wishes. The results of each attack are applied immediately as the attack is executed.

Seaborne land units aboard eliminated fleets are also eliminated.

## **MODIFYING THE COMBAT DIE ROLL**

The combat strength of all combat units in DIVINE RIGHT is one. The combat die roll is modified in a manner similar to the way the siege die roll is modified.

The combat strength of all units making the attack is totalled. The combat strength of all defending units in the hex under attack is computed likewise. The larger total is divided by the smaller total. Fractions are dropped, and one is subtracted from the quotient. The remaining number is added to the combat die roll of the larger force. If the result is less than one, nothing is added to the combat die roll. If the attacking force is **smaller** than the defending force, the defender may always add a minimum of + 1 to the combat die roll.

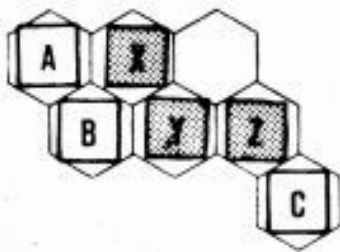
EXAMPLE: 3 units attack 5. ( $5 / 3 = 1.66 - 1 = .66$ ) The formula does not yield an addition to the die, but since there are fewer attackers than defenders, the defender may add one to the combat die roll.

Three of the Personality cards and some leaders and devices in the advanced game also give monarchs or their regulars bonuses or penalties on the combat die rolls.

## **WHICH UNITS MAY ATTACK**

Only units of the player who is taking his or her turn may attack. Units which have declared a siege, or made a siege attack in this turn may not attack during the combat portion of the turn. Land combat units which are aboard fleets may not participate in combat (except siege combat - see Fleets At Sieges). Units of any allied kingdom which was activated or deactivated on this turn may not attack. Replacements and reinforcements entered this turn may attack.

Units may attack any or all adjacent enemy units, except those "inside" castles. Only those units directly adjacent to a given enemy unit or stack may participate in an attack upon that unit or stack.



A, B, and C are friendly stacks. X, Y, and Z are enemy stacks. A and B may both attack X, or A or B alone may attack X. B only may attack Y, and C only may attack Z.

Attacking is optional, units are never required to attack, and not every unit, or stack, adjacent to an enemy unit need participate in any attack.

An enemy occupied hex may be attacked by as many friendly units as can be brought to bear in the six adjacent hexes. Friendly allied units may combine their strengths to make an attack.

No unit may attack more than once per player turn. NOTE: It is possible for a unit or stack to be attacked several times during a game turn by different players on their turns, but each player may only attack each particular hex once during their turn - multiple attacks against a single hex are not possible during one player turn.

## THE EFFECTS OF TERRAIN ON COMBAT

Units defending in mountains may add one to their combat die roll. Units defending in mountain passes have their combat strengths doubled. These bonuses are in addition to any other combat bonuses, and are purely for defensive combat only.

Land units may not attack across an all-sea hex-side, nor may fleets attack across an all-land hex-side.

## MULTIPLE UNIT AND MULTIPLE HEX COMBAT

If any unit in a given stack makes an attack, all units in that stack must attack. All units in a stack need not attack the same hex if more than one enemy unit or stack is adjacent.



The units in stack A could attack in one of 4 ways: 1. Not at all, 2. Attack only X, only Y, or only Z. 3. Attack any combination of two enemy occupied hexes. 4. Attack all three adjacent enemy occupied hexes either individually or in a single attack.

All units in a given hex must be attacked as a single combat strength total. The defender may not withhold any unit in a hex under attack.

## RETREAT BEFORE COMBAT

After an attack has been declared, but before combat dice are rolled, the defender may, as an option, attempt to **retreat before combat** to avoid taking losses. The ability of a unit to **retreat before combat** is determined by a die roll, and the chance of success is dictated by the type of unit trying to retreat:

<b>Type of Unit</b>	<b>Retreats before combat on a roll of:</b>
Barbarian (advanced game)	5 or 6
Human	4,5, or 6
Non-Human (Elves, Dwarves, Goblins,	3,4,5, or 6



Trolls, etc.)

Magical (advanced game)

2,3,4,5, or 6

When a stack is attempting to retreat, test the type of unit with the least chance of success first; if it succeeds, all other units in the stack may retreat without further die rolls. EXAMPLE: Mercenaries (humans) stacked with goblins roll a 5. Both they and the goblins may retreat before combat. If the mercenaries had rolled a 2, they would be forced to stand and fight. The goblins, however, could still roll to retreat if their owner so desires.

Any units successfully retreating before combat may move to any adjacent hex not occupied by enemy units. All units in a given hex that retreat before combat must retreat to the same hex. If the only possible retreat hex is occupied by friendly allied combat units, those units may be displaced to an adjacent hex and the retreating units may take their place. If there is no unoccupied hex adjacent to the displaced unit or stack, no **retreat before combat** is possible. Two stacks may not simply trade places.

If a unit or stack is completely surrounded by enemy combat units, no **retreat before combat** is possible.

If, after a **retreat before combat**, a unit or stack is still adjacent to any units which were attempting to attack it, or other units capable of attacking it (which are not involved in a separate battle), the unit or stack may still be attacked. No second retreat before combat is allowed.

Attacking units may advance into a hex vacated by defenders retreating before combat, but may make no further attacks in that turn.

## LEADERS

All monarchs in Minaria, player and non-player, are leaders. In the advanced game, there are several Special Mercenary leaders who may also lead the forces of any one kingdom and other mercenaries. Units stacked with leaders accrue the leader's movement and terrain abilities, and attack and defend with the aid of any siege or combat bonuses granted by the various leaders.

Leaders, by themselves, have no combat strength, but may sometimes grant bonuses to combat or siege resolution (via Personality cards, or in the advanced game, through magic devices and Special Mercenary leaders).

Leaders travelling alone may actually pass through a stack of enemy combat units, but must take a leader fate die roll when so doing (see below).

## THE LEADER MOVEMENT BONUS

A leader may move one stack containing his or her own regulars and/or mercenaries. Units that begin and end their turn stacked with a leader may move at the same rate as that leader. Units travelling with a leader move with that leader's movement allowance and terrain bonuses.

EXAMPLE: A stack of human regulars, who would normally have 5 movement points, may expend 8 movement points when stacked and moved with their monarch.

Units may be added or left behind as the leader's stack moves, but units using

leader-assisted movement may make no independent movement on that turn.

Units with special terrain bonuses which use leader assisted movement lose these bonuses unless the leader also possesses them. Thus a unit able to move through forest as clear terrain does not transfer this ability to any leader in its stack.

## THE LEADER COMBAT BONUS

Only those leaders with a Personality card giving them a combat bonus and certain Special Mercenary leaders and magic devices in the advanced game possess a combat bonus. If more than one leader with such a bonus is stacked with units involved in a given attack, they may add their bonuses together. *Combat bonuses do not apply to siege resolution.*

## THE LEADER FATE DIE ROLL

Whenever a leader is in danger of being killed or captured, he or she must make a leader fate die roll. A leader fate die roll is required when:

1. One or more units in the leader's stack are lost in combat.
2. The leader (alone) passes through a stack of enemy combat units, or a stack of enemy combat units land on or pass through a lone leader.  
Note: A lone leader means that there are no friendly combat units stacked with the leader. Several leaders stacked together without friendly combat units as escort are equally vulnerable, and each would take a separate roll.
3. The castle containing the leader falls to a siege (or earthquake).
4. The leader attempts to leave a besieged castle alone.
5. The fleet containing the leader is lost at sea.
6. The flying unit (advanced game only) containing the leader is lost during a strictly air to air combat between flying units.

Whenever one of the above situations occurs, a die must be rolled for each threatened leader.

### LEADER FATE DIE ROLL Chart

<u>Roll</u>	<u>Result</u>
1	Leader Killed
2-5	No Effect
6	Leader Captured

Usually a leader fate die roll can be forced on a leader only once per player turn. (For example, if a leader's stack is eliminated in combat **and** the enemy advances on top of the leader, only one leader fate die roll is made. However, on that leader's next movement phase, another leader fate die roll must be made before the leader may leave the hex occupied by enemy combat units.)

Each time a leader begins its turn, moves through, or ends its turn in the same hex as an enemy combat unit(s), a leader fate die roll must be made. Furthermore, only one leader fate die roll may be required of a given leader during each enemy player's movement phase. (For instance, an enemy player may not force seven die rolls by separately moving seven combat units over a lone leader. A leader exiting a besieged castle **and** passing through a besieging unit, must undergo **one** leader fate die roll.)

Any enemy non-fleet unit, even those forbidden to stacking, may enter the hex of a lone enemy leader in order to force a leader fate die roll.

A lone leader may never be attacked. Aside from assassination (see DIPLOMACY), the only way leaders may be killed or captured is through the leader fate die roll. Note: in the advanced game there are additional ways that leaders maybe killed.

**A Leader Adrift At Sea** - A leader left adrift on the open sea without a fleet (as a result of combat or events) dies on a 1, or is captured on a 6. If no enemy fleets are present (in an adjacent hex), the leader is immediately placed on the Isle of Fright. The castaway must remain there until picked up by a friendly fleet which moves into the hex. Until rescued, all of the monarch's troops suffer a -1 on all combat and siege rolls in which they participate. Enemy fleets may not capture a leader at the Isle of Fright, as there are too many caves there in which to hide. In similar manner, fleets may not unload combat units there because of the many reefs surrounding the island. Indeed, movement into the Isle of Fright hex is not allowed by fleets unless a rescue is being made. Ambassadors may still work diplomacy on a castaway monarch.

## THE DEATH OF A NON-PLAYER MONARCH

If a non-player monarch is killed, his or her kingdom immediately goes into a form of Forced Peace. The kingdom goes into "confusion" for 1-6 turns (roll one die) while a new monarch is being selected. All of its regulars defend normally, but may not move, siege, or initiate combat for the remainder of the player turn in progress. At the end of that player turn, all the units of that kingdom are removed from the map and placed on top of the monarch's Identity card. The unit counter for the monarch is placed on the Turn Record Track (according to the roll of the die) on the turn that the new monarch becomes available for diplomacy.

For example, if a monarch is killed during game turn 7, and a 4 is rolled on the die, the kingdom is in confusion for the rest of turn 7 and for turns 8, 9, 10, and 11. The monarch's playing piece is placed on turn 12 of the Turn Record Track and the old Personality card is discarded.

No ambassador may work diplomacy within a kingdom during the period of "confusion". At the end of this time, a new monarch is crowned by drawing a new Personality card and placing it, face down, under the monarch's Identity card.

If any player violates the borders of a kingdom while it is in "confusion", that player incurs the Diplomatic Penalty, a new monarch is immediately crowned (the new Personality card is drawn) and the kingdom immediately becomes available again to all ambassadors.

Any regulars of a kingdom which were eliminated at the time of a monarch's death remain eliminated, even if the kingdom is later reactivated under a new monarch. Regulars are only replaced via Random Events.

## THE DEATH OR CAPTURE OF A PLAYER MONARCH

If a player monarch is **killed** or **captured**, he or she is out of the game. All of that player's allies deactivate (as they would through normal diplomacy), and the eliminated player's kingdom goes into "confusion" (as described under THE DEATH

OF A NON-PLAYER MONARCH). At the end of the period of "confusion", a Personality card is drawn for the "new" non-player monarch who takes over the kingdom and it becomes available for diplomacy to the other players.

An eliminated player keeps any victory points previously earned, and could still conceivably win the game. Also, on the turn after elimination, the eliminated player may opt to relinquish all accumulated victory points, randomly select one of the available non-player kingdoms from the pool, and begin the game again. The kingdom selected must not be in "confusion", and the re-entry must be approved by all other players in the game.

## **THE CAPTURE OF A NON-PLAYER MONARCH**

When a non-player monarch is captured, he or she is immediately placed in the nearest unbesieged castle controlled by the capturing player. If the captor has no such castle, there are two other options: to execute the monarch immediately, or to set the monarch free. In either case, the captor still gets the victory points for the capture (see VICTORY CONDITIONS). A captured leader may not be transferred from one prison castle to another, and is incapable of any offensive or defensive action. The captor does not need to keep a combat unit at the castle - the intrinsic defense factor of the castle constitutes a garrison.

There are only two ways to free an imprisoned monarch: 1. Through the successful siege and plunder of the prison castle by the prisoner's own or allied troops, or 2. If the kingdom in which the prisoner is being held deactivates in any manner, the prisoner is released and placed in the nearest friendly castle.

If a captured monarch is freed (voluntarily or by the deactivation of the host country), he or she is placed in the nearest unplundered, unbesieged friendly (to that monarch) castle. If no castle is friendly, he or she is placed with the nearest friendly combat unit.

**Executing a Prisoner** - Immediately upon capture, or on any of the captor's subsequent diplomacy phases, a prisoner may be executed. No victory points are awarded for such an execution, though the capturing player still gets the victory points for the capture. Additionally, the player executing a monarch incurs a permanent diplomatic penalty in the kingdom of the slain monarch.

**Forcing Peace on a Prisoner** - Each turn that a monarch is imprisoned, the jailor, during his or her diplomacy phase, may make a special die roll to attempt to force the captured monarch into peace. This is also called the Forced Peace Die Roll. This roll is in addition to any normal diplomacy worked by the captor's ambassador elsewhere during that turn. If the result is a 5 or 6 on the die, the kingdom of the captured monarch goes into a Forced Peace. Diplomacy cards and the Diplomatic Penalty do not apply to this die roll.

The armies and fleets of the imprisoned monarch may still move and do battle, and, if they or friendly allied units (those commanded by the same player) are able to bring the prison castle under siege, the forced peace die roll will only be successful on a roll of a 6.

A jailor may choose not to attempt to force peace on his or her prisoner and work normal diplomacy on the captive with the ambassador. In this case Diplomatic cards

and penalties do apply, but that is all the ambassador may do on that turn. *Only the jailor's ambassador may work diplomacy on a captured monarch.*

If the royal castle of a prisoner is occupied and plundered by enemy troops, only one forced peace die roll may be made against the monarch per diplomacy phase, and that is done only by the jailor.

For the effects of a Forced Peace, consult the section on Forced Peace listed under the rules for SIEGES.

## VICTORY CONDITIONS

Victory in DIVINE RIGHT is determined in one of two ways. The first and simplest way to win is to eliminate all opponents. This rarely happens. Victory is usually determined by a system of Victory Points. The player who amasses the most points after 20 turns is the winner, the player with the second highest total comes in second, and soon.

During the course of play, Victory Points are awarded as follows:

<u>Deed</u>	<u>Victory Points</u>
Plundering an enemy (or enemy allied) castle	5 times the intrinsic defense strength of the castle
Plundering an enemy (or enemy allied) royal castle	10 times the intrinsic defense strength of the castle
Capturing an enemy allied monarch	30
Killing an enemy allied monarch (except by assassination)	40
Capturing or killing an enemy player monarch	70

All Victory Points should be recorded on a piece of paper as the game progresses.

No Victory points are awarded for executing prisoners, or, in the advanced game, for killing a sleeping king in the Temple of Kings.

Castles may only be plundered once during a game, and remain plundered to the end of the game.

If a monarch is captured and subsequently escapes, or is released, the victory points are still awarded to the captor. If the same monarch is again captured later in the game, by the same, or a different player, the Victory Points are **again** awarded.

A player may still win, even if not in the game at the 20 turn time limit if he or she has more victory points than all other players.

## SPECIAL NOTES REGARDING THE TROLLS, GOBLINS, AND DWARVES

### THE TROLLS

Note that the Trolls set up in four separate locations around the map. They are a common but somewhat disorganized race. Trolls are regenerative - in addition to any replacements they may receive via the Random Events Table, they may replace one eliminated regular unit (if any) at the beginning of each turn. If the placement

hex for such a regenerated Troll is enemy occupied, it may not be brought into play that turn. Any Troll regular lost through Random Events may not be regenerated in the same player turn.

## THE GOBLINS

Any Goblins labled "Nithmere Mts." must be deployed on the mountain and pass hexes of their kingdom. Only one may be placed per hex, and no two may be deployed in adjacent hexes. This rule must be followed when setting up or when bringing in replacements.

## THE DWARVES

Note that the Dwarves set up in three widely separated locations: Aws Noir, Alzak, and Rosengg. Though separated, they are all related and will fight fiercely for a common cause.

# THE ADVANCED GAME

The rules given thus far provide a complete military, political, and diplomatic game. Once players are familiar with the basic rules, any or all of the elements of the advanced game may be added to enrich the play. They include the wondrous magic and the many strange and important inhabitants of Minaria not yet discussed. All rules from the basic game apply to the advanced game.

## DOING IT GRADUALLY

Many of the advanced rules are more complex than others. Some players may wish to add only a few new rules at a playing. The following table lists the advanced rules in increasing levels of difficulty for those who don't wish to try them all at once.

1. Add: **The Lepers, The Barbarians**, and the Special Mercenaries **Juulute Wolfheart**, the **Black Knight & Stubstaff Guards**, the **Bilge Rat & The Reaver**, **Ogsbogg the Ogre**, the **Ozerg Mountaineers**, and the **Scum**.
2. Add: **The Temple of Kings, the Altar of Greystaff**, and the Special Mercenaries **Schardenzar the Sorcerer, Urmoff the Sea Serpent, Hamahara the Air Dragon, the Ghost Riders of Khos**, and **the Order of the Hippogriff**.
3. Finally, Add: **the Eaters of Wisdom, the Black Hand**, and **the Wandering People**, and any or all optional rules.

## BARBARIANS

The wild lands to the north and south of Minaria are populated with tribes of uncivilized nomadic people. Known as Barbarians to the residents of Minaria, they are often recruited by the various monarchs as cheap (but cantankerous and unreliable) auxiliary combat units. Barbarians are brought into play through the perilous activity of the ambassadors.

**Recruiting Barbarians** - To raise a Barbarian army, a player's ambassador (during the diplomacy phase) must be placed on any clear terrain hex that is not a part of any kingdom, on the north or south edge of the map. A die is rolled and the following table is consulted:

## Barbarian Recruitment

<u>Die Roll</u>	<u>Result</u>
1	The ambassador is burned at the stake and one friendly Barbarian unit deserts (remove any one from the player's army, if any).
2	2 friendly Barbarians desert. Remove any 2 friendly Barbarians from the player's army (if there are any to remove).
3	3 Barbarian army units are recruited and placed in the hex with the ambassador.
4	4 Barbarian army units are recruited and placed in the hex with the ambassador.
5	5 Barbarian army units are recruited and placed in the hex with the ambassador.
6+	6 Barbarian army units are recruited and placed in the hex with the ambassador.

Diplomacy cards may not be used when recruiting barbarians.

If the ambassador is burned at the stake, he or she is removed from play for two turns (see Death of an Ambassador under DIPLOMACY). If not killed, the ambassador is immediately returned to the royal castle. If friendly Barbarians are to be removed, the player may take them from any of his or her Barbarians already on the map. If the player has none in play, none are removed.

**Barbarian Behavior** - Barbarians will not move, siege, or attack on the turn they are brought into play. No friendly leader or combat unit may stack with any Barbarians **except** the Special Mercenary Leader, **Juulute Wolfheart**.

Barbarians are never allowed inside any castle. If they are involved in a successful siege, those involved will take their share of the plunder and return to their homelands (and are removed from play).

Barbarians are not attritioned by the Random Events Table. If attempting to retreat before combat, Barbarians must roll a 5 or 6 to be successful.

**The Barbarian Tribes** - In order to tell which groups of Barbarians belong to which players, the unit counters have been identified with six different tribal names: Savages, Outlanders, Wildmen, Cannibals, Tribesmen, and Berserkers. When a player recruits Barbarians, he or she picks a specific tribal group and uses only those named counters throughout the game. There are 5 named unit counters for each tribe of Barbarians, and 13 more Barbarian counters that are unnamed. The unnamed counters may be stacked beneath an identified stack of a player's Barbarians, once the first 5 have been brought into play. This allows any single player to have as many as 18 Barbarians in play at any one time in up to 5 groups.

If a player has already recruited all his or her named Barbarians, and there are no available unnamed counters, the player may remove unnamed Barbarian counters from any other player's Barbarian stacks to fulfill a recruiting quota. Players may not, in this manner, take Barbarians from tribes other than their chosen tribe. Also, remember that no player may ever have more than 18 Barbarians on the map at any one time.

## THE LEPERS

The Lepers are a group of diseased religious zealots. They dwell south of

Shucassam in a monastic community known as the Haunts of the Lepers. They are considered a regular unit in the army of Shucassam, but never actually do any fighting. **No** other unit will enter or besiege their monastery. **No** other unit or leader will move through or stack with the Lepers, and they are never allowed in **any** castle. No fleet will transport them. No enemy unit will attack them - however, they may be attacked by the Black Hand or his creatures, the Whirling Vortex or the Reflector of the Eaters of Wisdom, or boons from Greystaff.

The Lepers may, however, threaten any one stack of enemy combat units and force them to retreat before combat (see Retreat Before Combat under COMBAT). Such retreat occurs automatically and no dice rolling is required. Retreating units must retreat to a hex not adjacent to the Lepers if at all possible. If a unit has no place to retreat to, no retreat takes place. Even the units which subsequently may attack will initially retreat before the Lepers' "attack". No actual combat or sieging takes place with Lepers.

Flying units may fly over the Lepers.

## THE MAGICIANS

Two of the principalities shown on the map of Minaria are the homes of powerful magicians: The Eaters of Wisdom, and the Black Hand. They may be either player, or non-player monarchs. As non-player monarchs, they are **not** given Personality cards. Magicians are not influenced in any way by Diplomacy cards, and they will activate only on an unmodified diplomacy die roll of 6. They will not deactivate. If killed, a magician remains out of play for the rest of the game (and the castle of that magician, if unplundered, is then off limits to all pieces). A magician allied to a player monarch who is killed deactivates and again becomes available for Diplomacy. The creatures, devices, and spells of the magicians cannot be attritioned by Random Events. In all other respects, the magicians are treated the same way as other monarchs of Minaria.

## THE EATERS OF WISDOM



These teachers and students from the Invisible School of Thaumaturgy go to war in a wagon of mystic paraphernalia. The unit is both a combat unit and a leader. It is subject to the leader fate die roll if it, or units in its stack, suffer losses in combat. If a combat result against the Eaters eliminates their combat strength several times over, only one leader fate die roll is made against them in that player turn. An enemy combat unit may not enter the same hex as the Eaters of Wisdom unless advancing after a successful siege or combat. While in a hex thus occupied by enemy combat units, the Eaters lose their combat value. The moment the Eaters are returned to a safe hex (no enemy combat units) their combat strength is restored. The Eaters may pass through enemy occupied hexes in the same manner as other leaders.

The Eaters of Wisdom control the following magic spells and devices. These may be used while stacked with any friendly units (except, of course, the Lepers and the Barbarians). Only one spell or device may be in play at any one time. The same spell or device may not be invoked in two consecutive game turns (nor may the Enchanted Castle and the Mist of Groping be employed consecutively), and spells may



only be invoked during the owning player's turn.



**The Whirling Vortex** is a spell which launches an attack equal to the combat strength of the stack of units being attacked. Units attacked must be adjacent to the Eaters of Wisdom. If use of the Whirling Vortex results in a tie, only the defending combat units suffer losses. If the Vortex loses in combat, the Eaters and any units stacked with them suffer no adverse result.

The Whirling Vortex may attack flying units, but may not attack in conjunction with any other friendly units. The Vortex vanishes at the end of the combat phase in which it was invoked. Defenders may attempt to retreat before combat with the Vortex. The Eaters and their stack may advance after combat if all enemy units in the hex attacked by the Vortex are eliminated or forced to retreat.



**The Reflector** is a large parabolic device which launches an illusionary attack equal to the combat strength of the Eaters and all units with which they are stacked. The Reflector has a range of two hexes, and any adverse combat results are ignored by the attacker(s). A defender may attempt a retreat of one hex before combat, if such a retreat can escape the Reflector's range. The Reflector may attack through any intervening terrain and/or units, but may not attack a given stack in conjunction with any other friendly units. Fleets may not be attacked with reflected armies, or vice versa. It vanishes at the end of the Eaters' combat phase.



**The Mist of Groping** is a billowing cloud that protects the Eaters and their stack from all sieges and attacks. It is evoked at the end of their player turn and remains in effect until the beginning of the Eaters' next player turn. While covered by the Mist, the Eaters and their stack may not be attacked by enemy combat units. Boons of Greystaff, however, are not prevented by the Mist of Groping. NOTE: The Mist itself does not break a siege; it merely prevents siege resolution while it is in use.



**The Bridge** gives a lift across any terrain other than an all-sea hex. It is evoked during the Eater's movement phase when they wish to cross a hex of difficult terrain. It allows the Eaters and their stack to move through that hex as though it were clear terrain. The Bridge vanishes at the end of the move.



**The Enchanted Castle** is a magical fortress conjured to protect the Eaters and their stack. It is evoked at the end of their turn and doubles the defensive combat strength of all combat units under it. It may be sieged in the normal manner. The Enchanted Castle remains on the map until the Eaters move out of it, lose a siege against it, or banish it voluntarily. It may be banished voluntarily at any time.

The Invisible School of Thaumaturgy, the home of the Eaters of Wisdom, may not be placed under siege unless a magical unit (any magical leader, device, or combat unit) is among the besieging forces.

## THE BLACK HAND



The Black Hand, one of the most feared rulers of the North, is a mysterious and powerful necromancer that resides in the Tower of Zards. The Black Hand (a leader unit) may stack with any friendly allied units (except the Lepers and the Barbarians), as well as with any or all of its horrible creatures. If a situation looks particularly dangerous, the Black Hand can avoid attack, or, if alone, avoid hostile units entering

its hex, by teleporting back to the Tower of Zards. This may be done at **any** time. When teleporting, only the Black Hand and any magical devices it is carrying are returned to Zards. Any units stacked with the Black Hand are not teleported with it.

The Black Hand controls the creatures described below. They may **only** stack with each other and with the Black Hand. The creatures may never enter any castle or port other than the Tower of Zards. Only one creature may be summoned or built by the Black Hand during its player turn. Incoming mercenary units may initially appear at Zards (if unbesieged), but once in play must observe the prohibition of stacking with the creatures of the Black Hand.



**The Guardian** is a demon which protects the Tower of Zards from any siege. While the Guardian is present, combat units exert no Zone of Siege around Zards and no siege may be declared or resolved against it. The Guardian may only be removed by an exorcism. It is placed on the Tower of Zards the moment the Black Hand enters the game. It does not move. To exorcise the Guardian, a magical unit must be moved adjacent to the Tower of Zards. During his or her combat phase, the exorcising player commanding the magical unit and the Black Hand player each roll a die. If the die score of the exorcist is higher than the Guardian's, the demon is exorcised and banished (removed from play) for the remainder of the game. If the result is a tie, or the Guardian rolls higher, there is no effect. Only one attempt may be made to exorcise the demon during any one player turn, no matter how many magical units may be present.



**The Dead** is a troop of walking deadmen. . . a magical combat unit. It is placed in Zards when the Black Hand enters the game and may move independently. If eliminated in combat, the Dead can only be rebuilt by the Black Hand. To rebuild the Dead, the Black Hand must end its movement phase on a Recent Battlefield (see Recent Battlefields, below) or in the Tower of Zards. The rebuilt unit is placed in the hex with the Black Hand and may attack (but not move) in that turn. The Dead may not be built out of a Recent Battlefield that was used to build the Colossus.



**The Undead** are troops of animated skeletons. The three units are not placed on the map when the Black Hand enters the game. They must be raised by the Black Hand at Ancient Battlefields. To raise the troop of the Undead, the Black Hand must end its movement phase on an Ancient Battlefield (see the TERRAIN EFFECTS CHART). The new (or rebuilt) unit is placed in the hex with the Black Hand and may attack (but not move) in that turn. There is no limit other than the available counters to the number of Undead units that may be raised from any Ancient Battlefields. The Undead are magical combat units and may move along with the Black Hand. They may not, however, move independently, and vanish at the end of any player turn they are not stacked with the Black Hand.



**The Vented Wraiths** are a swarm of howling spectres. Their purpose is to terrorize any stack, or stacks, of adjacent enemy units and force them to retreat. The defender may oblige and retreat willingly, or attempt to stand before the Wraiths. The ability to stand is identical with the ability to retreat before combat. For example, the Dwarves retreat before combat on a roll of 3, 4, 5, or 6; thus they may stand firm before the Wraiths on a roll of 3, 4, 5, or 6. Barbarians, on the other hand, will stand only on a roll of 5 or 6. If the type of unit least

able to stand is tested first and stands, all other units in the stack may stand without further die rolls. However, units that stand before the Wraiths may not attempt to retreat before combat.

The Vented Wraiths are summoned after the Black Hand has completed all movement, and vanish after combat has been resolved. They may not be summoned on two consecutive game turns.



**The Wings of Darkness** are crazed flocks of carrion birds capable of frightening one adjacent stack of enemy units by blackening out the sky above them. Any attack made in conjunction with the Wings may add one spot to the combat die roll. The Wings of Darkness are summoned after the Black Hand has completed all movement, and vanish after combat has been resolved. They may not be summoned on two consecutive game turns.



**The Colossus** is a disgusting giant assembled from piles of battle dead. To form the Colossus, the Black Hand must end its movement phase on a Recent Battlefield (see Recent Battlefields, which follows). The Colossus is then placed in the hex with the Black Hand and may attack (but not move) in that turn. The Colossus is capable of independent movement but may not go more than five hexes away from the Battlefield that spawned it.

The Colossus is a magical combat unit that always fights as though equal in number to its opponents, regardless of the size of the opponent(s). An adverse combat result will not eliminate the Colossus unless it attacks, or is attacked by, at least one magical leader or combat unit.

The Black Hand and its creatures may stack with the Colossus, but do not improve its attack or defense capabilities. Furthermore, any units stacked with the Colossus are subject to normal combat losses. If the Colossus is destroyed, or voluntarily removed from the map, the Black Hand can rebuild it on any **different** Recent Battlefield.

While in play, it is best to invert the marker of the Battlefield from which the Colossus was built. When the Colossus is removed or destroyed, that Battlefield marker is also removed.

Due to quirks in its construction, the Colossus is useless at sieges. It exerts no Zone of Siege and may not participate in siege resolution.



**Recent Battlefields** - The player owning the Black Hand is in charge of marking Recent Battlefields. None are marked before the Black Hand enters the game. Eight Recent Battlefield markers are provided. No more may be coined. After any combat, Recent Battlefield markers may be placed in any hexes where one or more non-magical combat units have been eliminated (this includes siege combat). Not all such hexes need (or can be) marked. When all 8 markers are on the map, the Black Hand player may, at his or her discretion, remove any battlefield markers that are already on the map and use them to mark new battlefields. Note that the Dead and the Colossus may not be raised from the same battlefield.

## GREYSTAFF

Greystaff is a mystical place in the Southeast. Its true nature is unknown. A great grey pillar stands above a sacrificial altar. If a combat unit is sacrificed (moved into the hex, and then removed from play) during the Combat phase, the owning player may then ask a boon of Greystaff. Combat units may not otherwise enter this hex.

The Boons of Greystaff are always immediately granted; however, Greystaff will not

accept the sacrifice of more than two regulars from each kingdom, nor more than two mercenaries from each player monarch, nor more than one unit sacrificed in a single player turn. It is best to keep a side record on a piece of paper of which units from each country (and mercenaries from each player) have been sacrificed to Greystaff. Magical units and Barbarians may not be sacrificed. Greystaff and its boons are not represented by counters. After sacrifice, the player selects his or her boon and points to where it is to occur. The Boons are:

## **EARTHQUAKE**

Greystaff causes earth spirits to attack any castle, and one die is rolled. On a roll of 1-3, there is no effect. If the result is 4-6, the castle is destroyed by an earthquake. All units in a castle destroyed by an earthquake must be tested to see if they too are destroyed, and a die is rolled for each unit. A result of 1-3 indicates that the unit has survived. A roll of 4-6 eliminates the unit. Leaders must each make a leader fate die roll (ignoring capture). A plundered marker is placed on the destroyed castle, but no victory points are awarded.

## **DEVIL WIND**

With this boon, air spirits are sent to attack any single flying unit. A die is rolled. On a roll of 1-3 the spirits fail. A result of 4-6 indicates that the flying unit is destroyed. Any land combat units riding on a flying unit that is destroyed are also eliminated. Any leaders aboard a flying unit which is destroyed must make leader fate die rolls.

## **STEAL A GIFT**

Greystaff sends an imp to attempt to steal a magic gift from any monarch. The gift may be any magic item obtained from the Temple of Kings or the Wandering People. Roll a die for the imp. If the result is a 6, the gift is stolen. On a roll of 1, the gift is destroyed, and a roll of 2 thru 5 has no effect. A stolen gift is immediately given to any monarch in the player's alliance, keeping in mind that no monarch may hold more than one gift from the Temple of Kings.

## **FIRESTORM**

By this boon, terrible fire spirits are summoned to rain a hail of fire and brimstone onto any one land or coastal hex. A die is rolled. If the result is a 1-3, nothing happens. On a roll of 4-6 the Firestorm is ignited and one combat unit is immediately eliminated. Once the storm is ignited, all other units in the hex (including magical units) must be tested individually to see if they are burned . . . 1-3 indicating survival, 4-6 indicating elimination for each. Leaders caught in a firestorm undergo leader fate die rolls but capture results are ignored. If the initial die roll to ignite the firestorm fails, no further die rolls are made.

## **POSSESSION**

This boon changes the personality of any non-player monarch. The Personality card of any living non-player monarch is exchanged for a different one from the random deck. The old personality is ignored and the new one applies immediately. This does not change a monarch's alliance, unless it is card #13, which causes that monarch to immediately deactivate.

## TEMPEST

Water spirits are summoned by Greystaff and sent to attack any stack of fleets on the open sea (not in a coastal hex), and a single die is rolled: 1, 2, or 3 No effect; 4 One fleet sunk; 5 Three fleets sunk; 6 All fleets in the hex sunk. If losses occur, leaders in the hex must take leader fate die rolls.

## SEND A DEMON

This boon summons a hungry demon which will attack any enemy allied non-player monarch. The attack of the demon is resolved by making a leader fate die roll for the monarch under attack. Capture results mean the monarch is imprisoned in any friendly castle of the capturer's choice.

## THE TEMPLE OF KINGS

The Temple of Kings is a mystical place in the northern mountains. No combat unit may enter the hex, for that would blaspheme the goodly gods. The only exceptions are the Airboat of Armera (carrying solely a leader) and the combination monarch/combat unit of the Eaters of Wisdom. These units may never attack or be attacked while in the Temple, nor may other leaders be prevented from entering the Temple hex. Only monarchs (no mercenary leaders) may enter the Temple. Any number of monarchs may be in the Temple at the same time. Any monarch inside the Temple during his or her combat phase undergoes the Test of the Gods. One die is rolled. If the result is a 1, the gods slay the monarch immediately. If the result is a 6, the monarch falls into an enchanted sleep. On any other result, the monarch receives a magical gift from the gods.

<b><u>Die Roll</u></b>	<b><u>Result</u></b>
1	Instant Death
2-5	Receive A Magic Gift
6	Fall Into Enchanted Sleep

If a monarch dies, he or she is removed from play in the normal manner (see the sections on the DEATH OF MONARCHS).

If a monarch falls into an enchanted sleep, he or she may only leave the Temple of Kings if rescued (carried out) by another monarch. Once rescued (the unit counters need not leave the temple hex) a monarch may re-enter the temple on his or her own player-turn and again undergo the Test of The Gods. A sleeping monarch may also be murdered by any other monarch who enters the Temple of Kings. There is no penalty for killing a monarch in this way, but no victory points are awarded for the murder. Any monarch who murders or rescues another may not undergo the Test of the Gods in the same player turn. A sleeping monarch may never be captured - he or she is either ignored, murdered, or rescued and set free by another monarch.

If the monarch falls under a sleep spell, he or she is not available to ambassadors. While asleep, all of the monarch's troops suffer a -1 on all combat and siege die rolls in which they participate.

The Temple is not a refuge. If a non-sleeping monarch remains in the hex for more than one consecutive turn per game without doing anything (e.i., seeking a gift, committing a murder, or carrying out a sleeping king), he or she becomes affected

by the dream of paradise. By this, the monarch gives up all worldly matters for study and devotion, disdaining to return to secular life. In game terms, the effect is exactly the same as if the monarch had died suddenly.

## THE MAGIC GIFTS

When the Test of the Gods results in a monarch receiving a magic gift, place the unit counters for the following magic items (except for those already in the possession of monarchs) in the randomizing cup and draw one. If all the magic gifts are taken, no gift can be granted.

No one monarch may have more than one gift from the Temple of Kings. Only the owning monarch may use the gift. If the monarch is later killed, the gift vanishes for the remainder of the game. If the monarch deactivates, or changes alliances, the gift remains in that monarch's possession. A magic gift does not work while its owner is a prisoner.

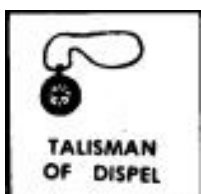
Magic gifts may not be traded, stolen (except by a boon of Greystaff), or exchanged. Gifts may freely stack with other units, and move and retreat with the monarchs who own them.



**The Helm of Wisdom** makes the wearer a tactical genius. This monarch may always add one to the combat die roll when stacked with units involved in a battle. The Helm of Wisdom has no effect on siege resolution.



**The Airboat of Armera** is a magic flying boat with a combat strength of one. It is the only combat unit that may enter the Temple hex. It is not attritioned by Random Events. It may transport one land combat unit and any number of friendly leaders. Like all magic units, the Airboat can retreat with its passengers before combat on a die roll of 2 thru 6. It is considered to be in the air throughout the game turn, unless it made a ground attack on its last player turn (see FLYING UNITS).



**The Talisman of Dispel** is a powerful charm of defensive magic. No magic device, no magic leader or combat unit, and no spell of Greystaff has any effect on the hex containing the Talisman. It adds one to the die roll when besieging the Enchanted Castle of the Eaters of Wisdom, or when a magical unit with it is attempting to exorcise the Black Hand's Guardian.



**The Mask of Influence** is a hypnotic charm that allows a monarch to act as a super ambassador. It may be held by either a player monarch or a non-player monarch. The Mask adds one spot to the Diplomatic die roll, in addition to any Diplomacy card played. If the holder of the Mask is acting as an ambassador, the owning player's real ambassador does nothing on that turn. A monarch acting as an ambassador does not get the ambassador's special movement capabilities, and must travel to and from hexes where Diplomacy is to be conducted via normal movement. A monarch using the Mask may perform all Diplomatic functions except Attempted Assassination and Dueling Other Ambassadors. Note: if the holder of the Mask is raising a Barbarian army, the Barbarians may stack with the monarch (an exception to the rules) only until their first opportunity to move. A monarch holding the Mask may not lead Barbarians.



**The Wand of Healing** is a device which saves lives. When it is present in a stack that takes combat (not siege) losses, the Wand reduces the number of combat units lost by one.



**The Sword of Wizardry** is a finely crafted weapon that turns its holder into a magical leader. The Sword makes possible such things as: combat with the Colossus, exorcism, besieging the Invisible School, and retreating before combat on a roll of 2 thru 6.

## SPECIAL MERCENARIES

Special mercenaries represent some of the more unusual inhabitants of Minaria. Among them will be found an ogre, a dragon, a sea serpent, a sorcerer, a troop of ghost riders, and many other characters and wanderers who owe allegiance to no particular kingdom. They are brought into play through the use of the appropriate Diplomacy cards and serve the player monarch who brings them into play. Special Mercenary cards can be held secretly as long as desired before being played.

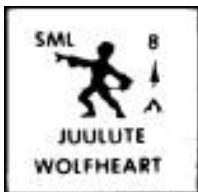
Special mercenaries are entered during the diplomacy phase of a player turn. Instead of conducting diplomacy at a royal castle, the ambassador is placed in the entry hex of the Special Mercenary, as stated on the Diplomacy card. If no entry hex is specified, the mercenary may be placed on any friendly hex. The unit counter for the special mercenary is then placed in the hex with the ambassador and the Diplomacy card used is placed, face up, in front of the owning player. A special mercenary may move and siege or attack in its entry turn.

The Diplomacy cards of Special Mercenaries in play are kept in front of their owners during the game. If a Special Mercenary is eliminated, its Diplomacy card is set aside for the remainder of the game. If a Special Mercenary Leader deactivates (this can occur if the leader is captured and the jailor forces peace upon it), its unit counter is set aside and its Diplomacy card is placed in the discard pile.

## SPECIAL MERCENARY LEADERS

There are a few great military minds in Minaria who are not monarchs. These masters of the battlefield are called Special Mercenary Leaders. They may lead both regulars and/or mercenaries. A captured mercenary leader is treated the same as a captured non-player monarch, except that ambassadors have no effect on mercenary leaders, and there may be only one Forced Peace Die Roll by the jailor against the prisoner. On a roll of 1-4, the mercenary leader temporarily leaves the game and the Diplomacy card is returned to the discard pile. On a roll of 5 or 6, the mercenary leader joins the alliance of the captor. If a captured mercenary leader is executed, there is no penalty, and no victory points are awarded. Mercenary leaders who are killed do not reappear, and their Diplomacy cards are set aside for the duration of the game.





NAME: **Juulute Wolfheart**

ENTRY HEX: Any friendly castle

UNIT TYPE: Human leader

SPECIAL ABILITIES: &uparr;; Δ; Adds +1 to the combat (not siege) die roll when in battle.

This descendent of the last chief of the barbarians is the world's greatest leader of armies (he may not lead fleets). Juulute is the only leader that Barbarians will follow. As a human, he and any troops he is leading may retreat before combat on a roll of at least 4-6.



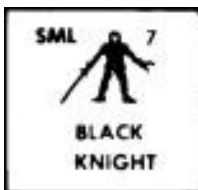
NAME: **Schardenzar**

ENTRY HEX: Any friendly castle

UNIT TYPE: Magical leader

SPECIAL ABILITIES: Adds +1 to the combat (not siege) die roll when in battle; May treat rivers as clear terrain for movement purposes.

Because this warrior sorcerer is the son of a water sprite, he has special powers around water. Not only may he treat rivers and their entire hexes as clear terrain, but if he is travelling alone, he may move across all-water (sea or lake) hexes as though they were clear terrain. As a magical leader, he may lead all types of units except Barbarians. He, and any units stacked with him, may retreat before combat on a roll of 2-6.



NAME: **The Black Knight (and the Stubstaff Guards)**

ENTRY HEX: Stubstaff Keep

UNIT TYPE: Magical leader

SPECIAL ABILITIES: Adds +1 to the combat (not siege) die roll when in battle; Immortal (see below).

This eternal champion has immortality thanks to a piece of a holy staff (the Stubstaff) hidden in his castle, Stubstaff Keep. When the Black Knight enters the game, Stubstaff Keep becomes a friendly castle for the owning player (it may never be sieged prior to that time). If the knight is ever "killed", he is not removed from play, but temporarily loses the ability to lead troops and modify the combat die roll. When the Black Knight ends his turn in Stubstaff Keep, these powers are restored. If Stubstaff Keep has been plundered, the staff is destroyed, and he may not be rejuvenated by returning there. As a magical leader, the Black Knight may lead all types of units except Barbarians, and he, and any units stacked with him, may retreat before combat on a roll of 2-6.



**The Stubstaff Guards**

Stubstaff Keep is garrisoned by a combat unit known as the Stubstaff Guards. They are entered along with the Black Knight. The Guards may move and defend normally, but will only attack or siege when led by the Black Knight.

Note: Stubstaff Keep can never be placed under siege unless the Stubstaff Guards have previously entered play.



NAME: **The Bilge Rat (and the Reaver)**

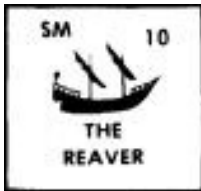
ENTRY HEX: Any friendly port

TYPE OF UNIT: Human naval leader

SPECIAL ABILITIES: Adds + 1 to the naval combat (not siege) die roll when in a naval battle.



The greatest swashbuckler in Minaria, the Bilge Rat can also lead land combat units, but does not modify the combat die roll unless he is leading fleets. As a human leader, he may lead all types of units except Barbarians, and he, and any units stacked with him may retreat before combat on a roll of 4-6. If a player has no friendly ports, he or she may not enter the Bilge Rat.



### The Reaver

The Bilge Rat has his own fleet, the Reaver, which enters the game with him.

## SPECIAL MERCENARY UNITS



NAME: **Ogsbogg the Ogre**

ENTRY HEX: Stump Hole

TYPE OF UNIT: Non-human combat unit

SPECIAL ABILITIES: Adds + 1 to the siege die roll (not combat) when participating in a siege attack.

The legendary Ogsbogg and his ogre troops are a fearsome formation. Not only are they formidable in normal pitched battle, but they specialize in siege warfare and add a + 1 to the siege die roll of sieges in which they participate.



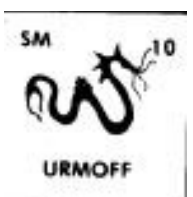
NAME: **Hamahara the Air Dragon**

ENTRY HEX: Winter Rest

TYPE OF UNIT: Non-human flying combat unit

SPECIAL ABILITIES: Flight; May transport one leader on its back.

Unless involved in a ground attack during its combat phase, Hamahara is always considered to be in the air. If on the ground, it may attempt to retreat before combat into an adjacent hex or into the air in the same hex (see section on FLYING UNITS).



NAME: **Urmoff the Sea Serpent**

ENTRY HEX: Serpent Bay

TYPE OF UNIT: Non-human submersible fleet combat unit

SPECIAL ABILITIES: See below

Urmoff is assumed to be under water (hence out of the reach of surface fleets) unless he made a surface attack on his last player turn. If on the surface as the result of an attack, he may attempt to retreat before combat (successful on a roll of 3 to 6) into an adjacent hex or beneath the surface in the same hex. Urmoff may not transport leaders or combat units.



NAME: **The Order of the Hippogriff**

ENTRY HEX: The Spires to the Sun

TYPE OF ENTRY: Human flying combat unit

SPECIAL ABILITIES: Flight

This chivalrous order of knights mounted on magnificent trained hippogriffs must land after each flight. Thus, unless they are moving, they are considered to be on the ground. Since their mounts are non-human, they may retreat before combat on a roll of 3-6. Such a retreat may be into an adjacent hex, or into the air in the same hex. If they

retreat into the air, they remain airborne until the end of their next movement phase.



NAME: **Ozerg Mountaineers**

ENTRY HEX: Ozerg Mountain

TYPE: Human combat unit

SPECIAL ABILITIES:  $\Delta$

The hardy mountain troops of Ozerg Mountain are valued mercenaries, ready to fight loyally when called.



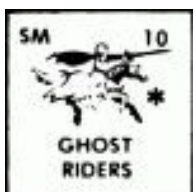
NAME: **The Scum** (2 units)

ENTRY HEX: The Huts of the Scum

TYPE: Very poor human combat units

SPECIAL ABILITIES: No combat value (see below)

These wretched mercenaries are worth nothing in combat. However, they may be taken as losses in place of better troops. If attacked alone, they must retreat (on a roll of 4-6) or be eliminated automatically.



NAME: **The Ghost Riders of Khos**

ENTRY HEX: The Lost City of Khos

TYPE: Special magical flying unit (see below)

SPECIAL ABILITIES: Fright (see below)

This troop of disincarnate warriors is not exactly a combat unit and not exactly a magic unit. They are worth a strength point on defense, but only magic units (either on the ground or in the air) may attack them. The Ghost Riders do not attack like other units; instead, they attack in conjunction with other friendly units and paralyze any stack they "attack" with fright (except for magic units), preventing any possible retreat. They may "attack" air or sea units as well as land units. The Ghost Riders may not enter **any** castle or stack with any other units. The Ghost Riders move as normal air units do, except that, due to their spiritual nature, they pay normal terrain costs to cross or move along river hexes. (The game box illustrates an attack by the Ghost Riders.)



NAME: **The Wandering People** (5 different unit counters)

ENTRY HEX: Any non-castle hex in the kingdom of entry

TYPE: Special

SPECIAL ABILITIES: See below

The Wandering People are a peace-loving group, possessing magic items that they have accumulated in their long quest for a home. They will gratefully reward any monarch who grants them a hex in which to settle.

They are entered on any non-castle land hex in any friendly kingdom the player chooses. The unit counter representing their settlement does not move once it is placed. Entered with the Wandering People are a troop of soldiers and three magic items.

If an enemy combat unit enters the designated settlement hex of the Wandering People, they are driven off. If this happens, they, the troop, and all their gifts are removed from play and their Diplomacy card is set aside for the remainder of the game. In addition, a die is rolled to invoke the **Curse of the Wandering People** once they have been driven off:

**Die Roll**

**Result**

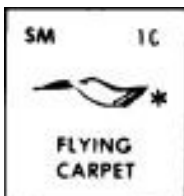
- |          |   |
|----------|---|
| 1,2 or 3 | The monarch who failed to protect them is cursed.   |
| 4 or 5   | The monarch whose forces dislocated them is cursed. |
| 6        | Both involved monarchs are cursed.                  |

A cursed monarch must subsequently roll the die twice whenever making a leader fate die roll, taking the first adverse result.



The **Wandering People Troop** is a group of soldiers who will fight loyally for the monarch (player or non-player) who grants them a place to live. It is deployed initially in their settlement. A human combat unit, it has the unique ability to play soothing music, capable of entrancing would-be attackers. To determine the effect of the music, a die is rolled once an attack has been declared against the Troop. If the result is a 5 or 6, the attackers are entranced and may not attack this turn. If the result is a 1-4, the attack proceeds normally. The music cannot prevent siege attacks.

In addition to contributing soldiers to their benefactor's army, the Wandering People also bestow three magic gifts on their new monarch. These gifts are placed in his or her royal castle and become property of the host kingdom. The gifts may be loaned to allies and used by leaders other than the host. One leader may use more than one at a time. Combat units may move these gifts but only leaders may use them. They can be captured if left alone in a hex with an enemy combat unit. A gift stays with a non-player monarch who deactivates, and will return to the game if he later activates once again. If a leader possessing a gift dies, or is captured, possession of the gift goes to the victorious player, if any (otherwise the gift remains in the hex). All gifts vanish if the Wandering People are driven out of their settlement.



**The Flying Carpet** is a device which carries one leader, plus any number of devices. It flies, but must land at the end of its move. A leader on it may be walked through by enemy combat units, but may attempt to avoid this by retreating into the air (on a roll of 2-6).



**The Spinning Wheel** spins straw into gold. In game terms this enables the owning player to take one more mercenary than specified each time they are recruited by Random Events.



**The Guiding Light** is a magic lantern that guides the holder quickly and safely through a forest. A leader using it gains forest terrain advantages.



NAME: **The Usurper**

ENTRY HEX: The Royal Castle of a kingdom in confusion

TYPE: Human leader

SPECIAL ABILITIES: See below

The Usurper is a special mercenary leader without fixed abilities. The regulars he leads must be of the kingdom whose leadership he usurps; thus his movement and abilities will be identical with those of the leader unit of that kingdom. If a player has the Usurper card, his or her

ambassador may visit the Royal Castle of a kingdom in confusion over the death of its monarch and enter the Usurper.

The Usurper is placed in the Royal Castle, and one half (round any fractions up) of the kingdom's available regulars are randomly chosen and placed on the map in the appropriate placement hexes. The rest of the regulars refuse to follow the Usurper and remain off the map out of play. Any available replacements (eliminated units) are similarly divided, with half being permanently unavailable to re-enter play. The Usurper is given a Personality card from the out-of-play stack at random (card #13 deactivates him immediately) and is regarded as an allied monarch. Any material regarding the deactivation on the Personality card is ignored; the Usurper will only deactivate on a diplomacy die roll of 6, unmodified by Diplomacy cards or magic devices. If the Usurper is deactivated, his Diplomacy card is discarded, his forces are removed, and the "old dynasty" ends its period of mourning and immediately chooses a new non-allied monarch. The Usurper is then out of play until the Diplomacy card is played again later.

There may be only one Usurper in play at a time. Only when he is killed, deactivated, or is executed (no penalty) can another Usurper be introduced. The Usurper's death or deactivation does not permanently eliminate him from the game; if he is killed or deactivated, his card is discarded and his kingdom immediately deactivates, but if the card is subsequently drawn, another Usurper could possibly appear.

The Usurper is not a monarch and may not enter the Temple of Kings.

## **FLYING UNITS**

Units in flight expend one movement point per hex for all terrain. They may move through and stack with all units unless they are on the ground (surface). All regular ground and sea units treat units in flight as though they were not present in the hex. Enemy flying combat units may not pass through or stack with one another.

Flying units may land at sea on a friendly fleet, if it does not exceed the fleet's transport capacity. Combat units being transported do not participate in combat while in flight. The Airboat of Armera, however, may attack in conjunction with its passenger. If a flying unit with passengers is destroyed in flight, combat units being transported on it are eliminated, leaders must make a leader fate die roll, and devices are not harmed (unless the leader holding the device dies and it is supposed to disappear).

A flying unit must come down to the ground (or the surface of the sea) if it makes an attack against other surface units on its turn. Units required by the rules to be on the ground at the end of each turn (The Order of the Hippogriff and the Flying Carpet) may be attacked by other ground units. Units capable of perpetual flight (Hamahara, The Ghost Riders, and the Airboat) only violate non-allied territory (see THE DIPLOMATIC PENALTY) if they set down voluntarily or make a surface attack. Units which must land at the end of their turn will violate any non-allied kingdom in which they land.

Air units with a combat value attack adjacently as do ground and sea units. All air units may either retreat normally to an adjacent hex, or stay in the same hex by retreating into the air (both by a die roll), provided they are not under attack by other air units. If air units are attacking, any attempted retreat will be on the ground

and to an adjacent hex. (Urmoff the Sea Serpent has a comparable ability to dive under water.)

Units capable of transporting by air do so the same way as fleets transport units by sea. Flying units may enter and exit besieged castles as fleets do, unless a combat unit capable of flight is among the besieging forces. A besieging flying unit may be singled out and attacked by flying units directly.

## **A NOTE ON MAGIC ITEMS**

There are two sources of magic devices in DIVINE RIGHT: the Temple of Kings, and the Wandering People.

The six items from the Temple of Kings may only be held by monarchs, and only one item is allowed per monarch. If a monarch possessing one of these items is captured or deactivates, the item remains, inert, in the possession of that monarch. If such a monarch is killed, the item vanishes and is out of play for the remainder of the game. Gifts of the Temple of Kings may not be traded, and only change hands as a result of a "Steal a Gift" boon from Greystaff.

The three magic gifts of the Wandering People are somewhat different. Any leader, not necessarily a monarch, may hold one or more of them, in addition to any magic gift from the Temple of Kings. If a leader possessing a gift from the Wandering People is killed or captured, the gift goes to the killing or capturing forces. If the leader dies by firestorm or earthquake, the gift remains in the hex. Even combat units may carry (but not use) these magic devices. The gifts may be traded and/or exchanged among leaders occupying the same hex. If the Wandering People are driven off, their magical gifts vanish with them.

The devices and creatures of the Eaters of Wisdom and the Black Hand are the exclusive property of the sorcerers. They cannot be stolen, moved, or used by any other units. When the magicians die, their devices and creatures leave the game with them.

## **OPTIONAL RULES**

The following rules may be used at the players' discretion. Some of them provide play mechanics for balancing the game, others simulate more of the mythos of Minaria. There is plenty of legend and lore as yet undeveloped in the game. You can easily make up your own magic items, monsters, and special rules.

### **FACES TO THE SEA (Coast of Rombune)**

Fleets may not debark troops in any mainland hex (along the Coast of Rombune) within three hexes of the **Faces to the Sea**. The Sunken City of Parros is excepted from this rule, and may function as a normal port.

### **VARIABLE GAME LENGTH**

For shorter (or longer) games as desired, a time limit of other than 20 game turns can be chosen by the players as the game begins.

## SECRET TURN ORDER

After drawing the randomizer chits for player order determination, players hold their chits in secret, revealing only what chit they have drawn when it is their player turn.

## OATH OF FEALTY

This rule is recommended to help balance the two player game, with the less experienced player getting more **friends** than the other. However, it can easily fit into a three or four player game as well.

Before starting the game, each player randomly draws one, two, or three (decide how many **before** drawing) non-player monarchs from the deck of Identity cards. Players should note, on a piece of paper, who they have drawn. These non-player monarchs have just paid an OATH OF FEALTY to the players who drew them. During the course of the game, these monarchs are considered to be the player's **friends**.

When a player is attempting to activate a **friend**, his or her ambassador receives a bonus of +2 on the diplomatic die roll. If attempting to activate, or deactivate, the **friend** of an enemy player, the ambassador must take a penalty of -1 on the diplomatic die roll.

If a **friend** allies with an enemy, dies, deactivates, or makes peace, the OATH OF FEALTY is broken, and all bonuses and penalties are lost.

## FREE PASSAGE/SANCTUARY

Once per turn, each leader may ask permission to enter the territory of a non-allied kingdom without incurring the diplomatic penalty. Move the leader to the non-allied border and roll a die. This is called the free passage die roll. A result of 4-6 allows free passage; a result of 1-3 denies it.

If denied free passage, the leader may still move up to his or her full movement allowance, but will incur the diplomatic penalty if the non-allied kingdom is entered.

If free passage is granted, the leader may bring along any devices or gifts, but may **not** enter any combat units. Each separate leader must make the free passage die roll to enter a non-allied kingdom. Once granted free passage, leaders may stay in the sanctuary kingdom as long as desired. If the leader exits and wishes to re-enter, permission must again be asked.

When asking **friends** (see Oath of Fealty) for free passage, a bonus of + 1 is added to the free passage die roll. When asking free passage of a **friend** of an enemy, a penalty of -1 is subtracted from the free passage die roll. If the sanctuary kingdom joins an enemy alliance, the leader would be well advised to flee at first opportunity.

## BALANCE OF POWER

Much like the city states of old Italy, the kingdoms of Minaria can be frightened into action when any one of their number becomes too powerful. The moment one player has accumulated at least three more allied kingdoms than any other player, the players with less allies may each randomly take one ally from the pool of non-allied non-player monarchs. These forces are set up immediately, and may move

and attack on the owning player's turn.

If only one non-allied kingdom is available for two players, roll dice, and the high roll gets the kingdom as an ally. If no non-allied kingdom is available, the players with less allies each immediately get a **free** diplomatic die roll (and may use Diplomacy cards) to attempt to deactivate one of the largest enemy's allied kingdoms. Any kingdom(s) thus deactivated is returned to the pool of non-allied kingdoms. It does not join the player who deactivated it.

## THE HONOR OF MONARCHS

The rules of honor for campaigning specifically rule out any sieging of non-allied castles. Violating non-allied kingdoms still invokes the diplomatic penalty as before, but sieging any non-allied castle is strictly forbidden.

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## THE EARLY HISTORY OF MINARIA

Of pre-Cataclysmic Minaria, little is known, outside the information provided in the few surviving histories compiled in late Lloro times. The Lloroi were a highly civilized race, more akin to the present day woodland Elves than Men or Dwarves. Out of the earlier kingdoms and the Barbarian lands, the Lloroi forged a great empire. Yet their drive to empire was inspired more out of pride in their culture than any ambition for trade or military glory.

The two thousand-year period following the conquest of Minaria is remembered as the classical period of Lloroi culture. It was a time of great artistic and scientific development . . . a time of peace and tranquility marred only by the long rebellion of the Scarlet Witch King and occasional internecine strife.

Then came the Cataclysm. Its causes remain unknown, although some blame it on the results of the extensive magical research conducted by the Lloroi. At any rate, the world literally turned upside down. Tempests, earthquakes, tidal waves, volcanic eruptions, and giant meteorite storms shattered the land and virtually wiped out the Lloroi Empire. When it was over, barbarism overwhelmed the survivors and tribal warfare raged among the ruins.

Ironically, the wise Lloroi were unable to adapt to the changed conditions. What remained of the empire gradually dwindled into insignificance in the west as short-lived barbarian kingdoms rose and fell in a seemingly endless succession.

Fortunately, not all Lloroi culture was lost during the centuries of this Dark Age. The forest Elves and the sorcerer's covens grimly fought to preserve what they could of the glory and wisdom of the past. In the last few hundred years, new and powerful kingdoms have advanced over the woods and lakes where only barbarians had dwelled, bringing a new order to Minaria.

Today, eleven kingdoms and two sorcerous principalities make up the political entities of the West. Most of them are feudal monarchies, generally lacking the political and economic base for territorial expansion. However, border strife and raids for plunder are common, and the struggle for power continues.

# **THE KINGDOMS OF MINARIA**

## **THE BLACK HAND**

The Black Hand arrived as an exile out of the East. Armed with a foul magic unknown to the Westerners, and with demonic aid, it raised the Tower of Zards and laid claim to the Shards of Lor. The Black Hand has been known to go to war for one coalition or another, but prefers to remain alone in its tower, practicing its death magic in a restrained and culturally acceptable manner.

## **DWARVES**

The Dwarves are a race of solitary individuals who dwell in scattered mining colonies around Minaria. They prefer to tend to their own business, but will rally to their monarch if called. Dwarves are scorned in Minaria for their lack of culture, but are popular for their spending habits. A typical dwarf laboriously gathers a sack of gold or jewels and then hurries off to the nearest town that offers rich food, strong drink, and tawdry goods. A day or two later, broke and overloaded with costly junk, the dwarf then scuttles back to the mine to pull more riches from the earth, all the while dreaming of that next visit to town.

## **THE EATERS OF WISDOM**

So-called for their voracious appetite for knowledge, the Eaters of Wisdom are a society of sorcerers and philosophers. They claim a pre-Cataclysmic origin, but this contention is often debated. Still, it cannot be denied that they possess most of what remains of the knowledge and history of Lloroi culture. The Invisible School of Thaumaturgy provides the finest classical education to which a young Minarian noble can aspire.

The Eaters of Wisdom pursue a policy of secular intervention. A select few of their students are trained in high sorcery, for the Eaters believe that their magic can have a positive influence on the march of civilization. It is this philosophy that induces them to intervene in the frequent wars that disturb the peace of Minaria.

## **ELFLAND**

Called "Neuth" by its inhabitants, Elfland is the home of the forest Elves. Elves believe themselves to be better endowed with keen intellect, noble spirit, and pure aspirations than humankind. A generation ago, this conceit allowed the Elves to abandon their isolation and follow a fanatic king into a senseless war against their neighbors. After overrunning most of Mivior, Hothior, and Immer, the Goblins intervened to stop them. The tides of battle turned and Ider Bolis, the Elvish capital, was sacked and the priceless library ravaged. Since that time the Elves have returned to their reclusive ways, studying the few scrolls left to them (the most important of which is a treatise on animal husbandry).

## **HOTHIOR**

Eking out a living in the stony land of Hothior has left most of the peasants little time for high cultural achievement. For this reason Hothiorians are often unfairly deemed crude and backwards by Minarian standards. However, the capital, Port



Lork, is the center of a vast horsehide tanning industry. Castle Lapspell is an even more prosperous trading city. There, the Yando Rivermen land their wares and pay their duties, while its markets throng with merchants from Shucassam and Mivior.

## **IMMER**

The kingdom of Immer rose from a hearty stock of hunters and trappers who moved up from the South. Soon farmers followed the hunters and Immer expanded north, east, and west from the fort thus established at Muscaster. At length, the Immerites, under the leadership of the Eaters of Wisdom, drove the northern barbarians from Castle Altarr, a pre-Cataclysmic fortress, and made it their capital. Today, fur trading has diminished, except among the Gorpin Woodsmen, and cattle grazing and placer mining in the River Rapid have replaced the old ways. Immerites are known to be redoubtable fighters, as their armies get little respite from the invading Barbarians in the north or the raiding Goblins from Zorn.

## **MIVIOR**

The tangled forests and high mountains of the interior have kept the people of Mivior into the business of the sea. From her forests are built the ships which dominate the commerce in the Sea of Drowning Men. A near monopoly of trade with the distant continent of Reiken to the west has enriched the kingdom fabulously. Mivior maintains the largest warfleet in Minaria, and controls the sea . . . unless two or more enemies combine their fleets to challenge her. The large army, with many marines trained in amphibious raiding, makes Mivior a desirable ally and an opponent to fear.

## **MUETAR**

The kingdom of Muetar is forced to maintain the largest army in Minaria. Often attacked by its neighbors on every side, the hearty yeomen of Muetar have developed a strong militaristic tradition. The produce of the fertile river valleys is carried to port by the famous barge sailors, the Yando Rivermen.

## **PON**

The kingdom of Pon is a fusion of earlier mountain tribes and robber baronies. The powerful dukes of Marzarbol gradually drew the disorderly inhabitants of the forests and mountains together and established a kingdom. The Ponese still favor the ancestral trade of robbing and raiding their neighbors, but the growing strength of Shucassam and Muetar have forced a changing of their ways. The most recent addition to the coffers of Pon has come through the opening of a trade route through the mountains that bypasses the high tariffs that caravans must pay to pass through Shucassam.

## **ROMBUNE**

The pirate hideaways on Rombune Island thrived for many years on the hapless merchantmen plying the Sea of Drowning Men. However, as Mivior grew to become the ruler of the seas, the independent pirate captains were forced to form an elected monarchy based on the articles of piracy. Tradition, treachery, and bribery have kept the throne in one family for the past two hundred years. The thick forests

of Rombune Island support a flourishing shipbuilding industry. A protectorate (obtained through marriage) over the mainland city of Parros has secured control of the important iron industry there for Rombune.

## **SHUCASSAM**

The realm of Shucassam is a toll gate across the caravan routes from the north to the south. High taxes on this commerce allow Shucassam to support a large army, and a luxuriant way of life for most of its nobles. Minarians call the materialistic Shucassamites the "People Without Gods". This is not precisely true. Their type of shamanism, the legacy of their nomadic origins, lacks the sophistication of northern religions. Only the Holy Brotherhood of Pinboh, a military order of lepers, manages to work up any real religious fervor.

## **TROLLS**

Although Trolls sometimes appear in mercenary units and perform hard labor for certain human masters, they generally prefer to wander the hills and forests of Minaria in nomadic bands. They can thrive where life would be next to impossible for other intelligent creatures. Minarians tend to respect the Trollish hunting grounds and their sacred gathering areas: the Shunned Vale, the Crag, and the Gathering. Their most sacrosanct area, of course, is the Stone Face, the residence of their monarch. All these locations serve as places where Trolls meet to argue Trollish matters or organize for war. The present Troll dynasty was founded by an exceptionally craggy-faced Troll who claimed the throne by right of most closely resembling the holy Stone Face.

## **ZORN**

The Goblin kingdom of Zorn supports a large population of fierce fighters. Had the Goblins united earlier, they undoubtedly would have controlled vast territories. Unfortunately, these nonhuman inhabitants were long divided into many rival tribes and clans who spent most of their time fighting amongst themselves. Only the growth of the strong human kingdoms to the South and the arrival of the Black Hand to the East brought the Goblins together in a common cause. Their capital is now a volcanic labyrinth known as The Pits. Aside from some goat herding, the chief Zornite economic activities are plundering, raiding, and enslaving their neighbors.

# **THE SCENIC HEXES**

## **THE ALTAR OF GREYSTAFF**

In the far Southeastern part of Minaria, amid rolling hills, is the mystic place known as the Altar of Greystaff. Atop a grassy knoll looms a great grey pillar above a bloodstained sacrificial altar. No one has been able to divine the nature of Greystaff, be it god, demon, or natural spirit. What is known is that Greystaff demands blood, and in return grants power over the elementals.

## **THE ANCIENT BATTLEFIELDS**

The sites of four pre-Cataclysmic battlefields are known to exist in Minaria. Said to be saturated with magic and the spirits of the dead, these eerie places are

respected and avoided by most of the inhabitants of Minaria.

**The Field of the Laughing Dead** - History recounts how the unconquerable army of the Lloroi met its doom here at the hands of the Ghost troop and the wizards of Khos. It is said that the souls of the slain Lloroi were sent, maddened, into the spirit world, from whence their maniacal laughter still drifts on the wind.

**The Field of White Bones** - This wretched place is the only known monument to the Woida, an ancient people destroyed here and driven almost completely from the memory of men. A crumbling scroll kept in the Invisible School recounts the exploit of the Lloroi hero named Gappa, who was largely responsible for the downfall of the Woida. With great stealth, Gappa stole their magical safeguard, thus allowing their destruction by means of a hideous putrification spell.

**The Wasted Dead** - The Scarlet Witch King, armed with powerful magic, met the might of the Lloroi Empire here in a test of strength. Sixteen battles were fought across the same ground before the Witch King collapsed in exhaustion and was seized and horribly punished.

**The Unknown Army** - Some believe this battlefield to be a product of the years of chaos that followed the Cataclysm. Others, however, insist that the battle occurred even before the Lloroi arrived from the East. There is no known history or ballad that records who fell here or why they fought.

## **THE BANISHED LANDS**

These rocky wastelands are so poor that no kingdom has bothered to claim them. The inhabitants are exiles, runaways, thieves, and ragamuffins who dare not dwell elsewhere.

## **THE CRATER OF THE PUNISHING STAR**

A large meteor which struck during the Cataclysm gouged out this huge circular valley. The flooded city of Parros, with all its canals, rests by the sea at the base of the crater. It is the center of a flourishing iron industry, made possible by all the meteorites buried in the nearby hills.

## **FACES TO THE SEA**

It was customary for the Lloroi to suppress knowledge of the wonder-workers who preceded them. Thus there is no record of the origin of the titanic, uncorroding bronze heads that stare out at the Sea of Drowning Men. It is believed that as long as the Faces watch the sea, no invader borne by its waves shall overthrow Minaria.



## **FORBIDDEN OASIS**

Travelers who call on this lonely oasis are often frightened by a strange piping music that seems to come from the high palms. It is said to be made by desert djinn.

## **THE FOREST OF THE LURKING**

It may only be a delusion fostered by the Eaters of Wisdom (who would keep the curious out of the place where they conduct magical experiments), but the forest is rumored to be haunted. This fragment of an old Immerite ballad states:

When billowing white  
Comes Fog of night,  
Flowing like waves on the lake

Then come the howls  
And Spectral growls,  
That only the Mist Monsters make.

Hidden they lurk,  
Following the niurk,  
Well shadowed in corners from sight.

Muffled groans  
And crumbled bones .  
The remains of men dead of fright.

## **THE HUTS OF THE SCUM**

This collection of rude mud huts constitutes the largest settlement in the anarchic region called the Waterless Downs. The escaped slaves, beggars, thieves, and brigands that live here are collectively known as the "Scum". These misfits can be assembled into bands of ragged mercenaries, willing to serve in foreign armies without pay, in the hopes of sacking an unprotected village or two. The value of the Scum as soldiers is nil. Military leaders consider them "expendable", and thus they are usually the first to die in battle.

## **THE ISLE OF FRIGHT**

Like driftwood, beds of white bones litter the beaches of this remote volcanic island.

As the focal point of mysterious spiral currents, everything that falls into the sea comes to these accursed shores.

## **THE LOST CITY OF KHOS**

The blasphemous sorceries of the Khosian kingdom caused such a disturbance that the Lloro declared that they would sweep it from the face of the earth. Khos, however, was determined, and its wizard-priests were strong. When at last the young men of Khos had all perished in battle, Khosian mages raised their vengeful spirits as ghost troops. These disincarnate warriors defended their country for another hundred years before the sheer numbers thrown into battle by the Lloroi finally tumbled Khos into ruin. A single ghost troop still rides, craving battle, now serving the one who can summon them with the proper invocation.

## **THE MIRES OF THE SINKING KIND**

Where once stood the pre-Cataclysmic Elven city of Letho, is now the place called the Mires of the Sinking Kind. During the Cataclysm, the ground beneath Letho gave way and the city plummeted into a cavity that quickly filled up with mire. Only the highest spires of Letho remained in view, in the midst of a sea of quickslime. Recently the mires have begun to harden, and Elven scholars are directing tunnels down into the strange underground city in quest of the secrets of the past.

## **THE OZERG MOUNTAINEERS**

The Ozerg Mountaineers are of the same stock as the Immerites. Seeking a more adventurous life, they settled far from their neighbors on a secluded peak among the Nithmere Mountains. Here, they struggled long and hard with the Goblins for their homes on Ozerg Mountain. At length, the Mountaineers adopted the Goblin god, Nergil, and an uneasy mutual toleration has been worked out. The goat pastures do not provide a livelihood for all the young men of the villages, so many of them train for the famous Ozerg Mountaineer Troop. These noble mercenaries keep only a part of their pay. The remainder is given to the community for the general welfare.

## **THE SACRED STONES**

When the gods bid them to do so, the Northern Barbarians cease their quarreling and gather at the Sacred Stones. Here, among the collection of megaliths, the reindeer priests read omens and select a great chief to lead all the tribes in war. As a descendant of the last great chief, Juulute Wolfheart enjoys great influence over the northern people and many willingly follow him. Fortunately for the peace of Minaria, the gods have not demanded the ordaining of a great chief in two generations.

## **SERPENT BAY**

Sea serpents are deep-water creatures, but must come to Serpent Bay to spawn. Each century a great male claims this breeding ground as his own. At present, the guardian is the majestic sea serpent, Urmoff.

## **SPIRES TO THE SUN**

When the old Empire was perishing in the Cataclysm, the elite guard of the Emperor, the Order of the Hippogriff, saved the life of the Lloroi High Priest. By his grateful blessing, the Order would never perish. He gave them the immortal pyramids as their home. Though the Lloroi have long since vanished, the heirs of the Order will still fly off to war for a virtuous cause.



## **STUBSTAFF KEEP**

This mighty keep is the home of the Black Knight, and the protector of the Stub Staff, the secret of his immortality. In pre-Cataclysmic times, the Knight was snubbed by the Lloroi Emperor. Furious, the Black Knight took the One Hundred and Nine Lenses from the Spires to the Sun. These sacred objects had allowed the priests of the Lloroi to observe the spirit world, but they had become scattered all over the world. When apprehended, the Black Knight was so remorseful that the High Priest decided upon a just punishment. The Black Knight must search the world over, cursed with life (provided by a piece of the Priest's own holy staff), until all the Lenses are returned to the Spires. Since the passing of the Lloroi priesthood in the Cataclysm, the Black Knight has not worked on this task with much enthusiasm and many of the Lenses remain lost.

## **STUMP HOLE**

This cavern, in the midst of a forest that was turned to stone in elder days, is the home of Ogsbogg the Ogre. Exiled from the Ogre tribe for mercenary habits and dealing with other races, Ogsbogg jealously guards the Stump Hole as his place of refuge.

## **THE TEMPLE OF KINGS**

From this majestic mountain temple, the gods of destiny gaze out across the world. Only kings, as the foremost agents of fate among mortals, are allowed to enter its sacred portals. Therein, the gods punish or assist, according to inscrutable destiny.

## **THE TOMBS OF OLDE**

Here lie the ruins of the necropolis where the Emperors and high priests of the Lloroi lay buried. Minarians hold it in awe, but some of the bravest have been known to excavate there, searching for magic artifacts and lost knowledge.

## **WINTER REST**

Centuries ago, the great worm, Hamahara, arrived from across the sea. This magnificent air dragon chose the forbidding cliffs of Winter Rest as its home.

## **THE WITCH'S KITCHEN**

The Witch's Kitchen is shunned as a place cursed by the earth demons. Actually it is

a natural hot springs area. Its boiling pools of sulphur make it an ideal location for sorcerers to cook their arcane recipes.

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