

REIGN Errata

This file contains all the corrections that were incorporated into the reprinted softcover edition. In addition, there are some rule clarifications at the end.

Typos

Page 22: **Duty**: It says "+1" and it should be "+1d".

Page 41: **on the Beauty cost chart**, it should be "3" instead of "2".

Page 127: **Truilish Character Concepts**, 4th example "Ridrs" should be "Riders".

Page 186: **Shortbow entry**: 1 Killing, should be 1 Killing.

Page 225: **the Horsewoman's Course**; in the example of the fourth technique, **Strength of the Stallion**, the second to last sentence ought to start with a reference to "Her horse."

Wrong Page References

Page 22: **Craving and Duty** reference themselves, when they should reference pages 38-39.

Page 98: The page reference for **Squishing Dice** also leads to Page 98. Should be to 23.

Page 185, 2nd column: **Secret of the Dinda** reference points to page 180, should point to page 45.

Page 204, **Display Move header**: **Multiple Action reference Points** to Page 204, should point to Page 22-23.

Page 207, **Stand header**: **down position reference points** to page 207, should point to page 187.

Confusing Text

Page 36: Change "You can never learn more than fifteen martial or esoteric techniques" to "You can never learn more than fifteen esoteric techniques and fifteen martial techniques -- up to thirty total, but no more than fifteen of each."

Page 42: Change “That is, if you pick out a crew of a dozen Threat 4 sailors for 7 points” to “That is, if you pick out a crew of eight Threat 4 sailors for 4 points”

Page 46: Change “promoting a level to Expert costs 9XP instead of 10, and promoting an ED to Master costs 14 instead of 15” to “promoting a die to Expert is free and promoting that ED to Master costs 4XP instead of 5”

Page 120: Change “damage. (Unless of course, it has come all the way off.)” to “damage, making him an exception to the rule on page 179. (Unless, of course, the limb is all the way off.)”

Page 140: Change “reducing The Empire’s Sovereignty to 2. However, since the insurgency is still tied to The Empire’s fortunes, its own Sovereignty drops to 2 as well.” to “reducing The Empire’s Sovereignty by a point. However, since the insurgency is still tied to The Empire’s fortunes, its own Sovereignty drops as well.”

Page 143: Change “There are three ways to permanently increase a Company’s Quality, none of which are particularly complicated.” to “There are three ways to permanently increase any of a Company’s Qualities. In addition, and some Qualities have other routes to increase.”

Page 145: At the very end, add a new section labeled “Rolling” with this paragraph under it.

“Applying some Qualities to others can result in permanent gains. Rolling Territory +Treasure to Improve the Culture (described on pages 150-151), Sovereignty+Treasure to Rise in Stature (pages 152-153) or Sovereignty+Territory to Train and Levy Troops (page 153) are all standard actions, yielding permanent improvements, within some limits.”

Page 183, Armor Table: Remove the word “Cuirass” and the parentheses so that “Boiled Leather” is just what it’s called.

Page 192, first paragraph: Change “their Threat scores all go up by 1. (This does mean that scrubs in plate mail are no more or less dangerous than mooks in boiled leather” to “their Threats all go up 1 and they do damage appropriate to weapon type. (This means that scrubs in plate are no better than mooks with shields”

Page 192, first paragraph under “Morale Attacks”: Change

“People with strong lungs and impressive carriage can actually make Morale Attacks just by yelling. (See the “Threaten” maneuver on page 207.)”

to

“Scary people can make Morale Attacks just by yelling. (See the “Threaten” maneuver on page 207.) Any Area Attack (see page 19) is resolved against groups as a Morale Attack. An Area 7 Attack removes 7 unworthies from the fray.”

Page 196: Change all examples of Athos to Aramis.

Page 196: Change “Anything that blankets an area with damage has a good chance of taking out lots of unworthies in one shot” to “All Area Attacks become Morale Attacks when focussed on unworthies, so they can sweep a lot in one shot.”

Page 220: Change the Bouncing Roll so that it’s Difficulty 3, not Difficulty 2.

Page 225: Change “(but they really fit better in the Martial category.)” to “(but since they fit better in the Martial category, they count against the limit of fifteen martial techniques, not the limit on esoteric disciplines.)”

Page 226: Under the spell Fog Cloud change "50 square feet" to “fifty foot diameter”

Rules Clarifications

Called Shots and Master Dice: Typically, a called shot works like a Expert Die. You set the number where you want, roll the rest and hope for a set. But since you can’t have more than one special die in a pool, there’s some question about how to handle called shots with Master Dice, particularly with maneuvers or Martial Techniques that require called shots.

First off, Master Dice are removed from pools first if there’s a penalty, so if it’s a normal called shot with the normal 1d penalty, you take the MD out and set one of the remaining dice where you want it.

But some maneuvers, or Techniques, or rules interactions may set up a situation where you set a die to a particular location for your called shot without taking any penalty. (For example, you aim for a turn.) In that instance, you don’t need to turn your MD into an ED. Just roll normally and try to assemble the set you want with your MD. In many cases (where one has to target a particular arm, say) you’re better off because you can mate your MD with either a 3 or a 4 to get your arm hit. With an ED, you’d have to set it to 3 or 4, but not both.

Short version: Just as an ED is always making a called shot, MDs can always be used to put together called shot sets.

Called Shots and Spell Intensity: My inclination is to say that you can’t make called shots under the Intensity of a spell. This gives mundane warriors a de facto advantage, it emphasizes that magic is powerful and not always controllable, and it’s simple.

But if you want to have spell casters targeting legs and arms with high Intensity spells, one way to do it would be to let them roll normally, no penalty, but require a second set of appropriate Height to redirect the attack. The caster would thus need two sets -- one above the Intensity and one at the desired hit location. Such are the burdens of trying to rein in enchantment.

Example: Trujo really needs to stop his friend from running off to do something stupid, but the only spell he knows is Intensity 5. During the Declare phase he says he's going to aim for his buddy's legs and he rolls his unmodified pool. Getting a 2x1 and 3x7, he does it. The spell goes off because one set is better than the Intensity, but it does damage based on the chosen location.

This means that expert sorcerers can set their EDs below the Intensity of the spell if they're hoping to get a targeted set.