

A DISTANT PLAIN Errata and Clarifications

Rules of Play

Page 2, 1.2, 3rd bullet: Replace “page ___” with “page 19”.

Page 4, 1.8 Resources: Note that, although a tan Coalition cylinder is pictured here, the single Coalition cylinder in the game is used for Eligibility not Resources.

Page 6, 3.2.2, clarification: Cubes on all LoCs Activate Guerrillas even if the Patrol is a LimOp.

Page 7, left column, 1st line: Replace “(1.3.3)” with “(1.3.4)”. 3.3.1 clarification: Taliban can Rally at a Base but place/flip no pieces in order to buy Sharia; they can place a Base and immediately buy Sharia.

Page 8, 4.1.1, 3rd line: Replace “must -occur” with “must occur or may not occur”. 4.3.3, 4th-5th lines: Replace “any number of” with “at least 1”.

Page 9, 4.5.3 Suborn Procedure clarification: Suborn may remove cubes or a Base, not both.

Page 10, 5.4, Markers: Delete “in a Momentum box”. 6.1: Replace “[8.8]” with “[8.9]”. 6.2: The numbering skips from 6.2 to 6.3.1.

Page 11, 6.6, 2nd bullet: Delete “(5.6)”.

Page 12, 8.1, 4th bullet: Replace “(2.3.9)” with “(2.3.8)”.

Page 13, 8.5.1, 3rd bullet, 2nd line: Insert “there are” between “have Guerrillas but” and “no Bases”.

IMPORTANT CHANGE—Page 16, 8.9, 2nd line: Insert “only after the 1st Round and” between “(7.2)” and “only”.

Spelling—Page 5, 2.3.1: “Eligibility”. Page 7, 3.2.3 and Page 8, 4.3.2: “whose”. Pages 16-17, Key Terms Index, COIN: “Counterinsurgency”; Remove: “Casualties”. Page 19, Available Forces: “Coalition”.

Sequence of Play sheet

Propaganda Card, Victory?, EXCEPTION: Insert “only after the 1st Round and” between “ends” and “only”. (A 1-player game never ends with the 1st Propaganda Card and continues thereafter even if a player or Non-player Faction meets its victory condition, as long as the player’s margin is the highest.)

Non-Player foldout

Non-Player Coalition and Non-Player Government, Islamabad Blocks Resupply: Replace “2 and 6” with “2 and 7”.

Non-Player Coalition, Operations heading: Replace “(8.7)” with “(8.8)”.

Playbook

Page 2, left column, bottom: Delete a “Please”. Map: Kandahar should show 1 tan cube not 2 and 1 black cylinder; Warlords Available Forces 8 green cylinders and the discs in the highest numbered spots.

Page 10, right column, 1st full paragraph, line 2: Change “(rounded up)” to “(rounded down)”.

Page 16 chart, Taliban acting on Government: Delete “♦ Traffic or Suborn to add Patronage”.

Page 19, right column, 4th paragraph, lines 2-3: The 3 Police and 3 Government Troops placed in Kabul are inadvertently omitted from the remainder of the example.

Page 20, right column, 5th paragraph: The example mistakenly has the Coalition Air Lifting among 6 spaces rather than the 5 allowed by the Event. 8th paragraph: The player, with the erratum to rule 8.9, would not lose on this 1st Propaganda Round in any event.

Page 21, Redeploy: Badakhshan loses 1 Government Troop cube, not 1 Police.

Page 22, left, 2nd paragraph: Warlords would not necessarily Rally at Konduz and Helmand but wherever they could cultivate, then randomly. Right, 2nd full paragraph, line 3: Replace “12 to 7” with “-12 to 7”. Next to last paragraph: Taliban should have gotten 2 Guerrillas in Zabol, not just 1.

Page 23, right column, bottom paragraph, line 2: Replace “Available” with “Active”.

1-Player Example of Play maps: Page 19 left should show only 3 tan cubes in Paktika, right a blue disc instead of blue cube; Page 20 black cylinders without crescents; Page 21 tan disc not tan cube in Herat, no tan cube in Paktika, Khowst at Support; Page 24 upper map black cylinder with green crescent in Kabul, lower map no tan cube in Paktika, no tan disc in Khowst, tan disc not cube in Casualties, Baghlan 8 medium blue cubes and COIN Control.