

# **Andean Abyss Errata and Clarifications**

26 October 2013

## Cartels Faction Sheet

Attack Location: add “with Guerrilla and enemy”.

## Sequence of Play Sheet

Event Card, gray text at left margin, clarification: “otherwise Op (8.1)” refers to the usual Non-player Op & Special Activity, not to Op only.

Event Card, 1st Eligible Faction column, second box: “Special Ability” should read “Special Activity”.

## Game Board and Cards

The FARC Zone rules reference in the game board’s “El Presidente” Pastrana box and on Event cards 30 “Peace Commission” and 36 “Zona de Convivencia” should be “6.4.4” not 6.4.3.

## Counters

The “NDSC” Govt Capabilities marker is misspelled “NSDC” on both sides.

## Rules of Play

Page 4, Left Column, 1.4.1, 2nd bullet clarification: “executing” here refers to a Faction doing so per 2.3, Event Card Sequence of Play, not just as part of an Event effect (5.1). 1.4.1 3rd bullet addition: Add “or Activation” after “removal”. Right column, 1.7 Resources and Aid ADDITION: Negotiated transfer of Resources (1.5.1) may only be to or from a Faction executing an Operation, Special Activity, or Event (per 2.3).

Page 5, Left Column, 2.3.1: “Eligibility” is misspelled. 2nd box, Eligibility Option A, last line: replace “box” with “pile”. Right Column, 2.3.4 OPTIONS FOR 2ND ELIGIBLE, 2nd bullet, clarification: “may instead” here refers to the previous bullet and thus means “may execute a Limited Operation or instead execute the event.” (See the Sequence of Play sheet and the game board.)

Page 6, Left Column, 3.1, clarification: Players pay for Operations space by space as they go, enabling Insurgents at 0 Resources to Extort, Kidnap, or Process to add Resources and then pay for additional Operations spaces. (See 4.1 and its *EXAMPLE*). A given Operation may not select a given space more than once. Once targeted, a Faction’s pieces are affected to the maximum extent possible (1.4.1).

Page 6, Left Column, 3.1.1, and page 16, Left Column, “Pawn”, clarification: The respective use of black and white pawns is reversed in the rulebook from the Playbook tutorial. Players should go by their own preference.

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

Page 6, Right column, 3.2.3 clarification: Sweeps do not have to move Troops; they may simply Activate Guerrillas in place. 3.2.3 *EXAMPLE*, 5th line: replace “2 LoCs” with “4 LoCs”.

Page 9, Left Column, 4.5.3 1st bullet clarification: Transfer if possible, otherwise remove.

5.1 clarification: An example of “otherwise specified” here would be a Faction executing an Event that forces another Faction to Attack; the Attacking Faction would make any selections allowed within the

Event's required Attack (per 3.1), such as choosing whether to remove Underground or Active Guerrilla targets.

Page 13, Left Column, 8.6.2, 3rd line: delete the second "with".

Page 13, Right Column, 8.6.4 ASSASSINATE, bullet (and in Non-Player AUC flowchart Assassinate box): after "too many Police" add "or no enemy".

Page 15, Center Column, "Eligible": insert "to" between "able" and "execute"; Right Column, "Foreign Country" rule reference should be "1.3.5" not 1.3.2.

Page 16, Center Column, "Seizure" should be "Drug Bust" and appear page 15; its rule reference should be "3.2.5".

## Playbook

Page 4, Right Column, 2nd full paragraph: Replace "Airstrike" with "Air Lift".

Page 8 clarification: In the example about FARC Rally, Extort technically would occur at a single point during the sequence of Rallies (per 4.1 bullet). Also, in the paragraph about Putumayo, FARC could not place a Base because of the 2 Cartels Bases already in the Department.

Pages 9, 10, & 11, illustrations on these pages incorrectly show 3 Troops still in Medellín.

Page 11, FARC March Actions illustration should show 2 yellow AUC Guerrillas in each of Meta West and Meta East, instead of the two green Cartels Guerrillas in each.

Page 12, Left Column, 2nd full paragraph: The net cost of the Operation with Special Activity should be - 2 for Rally in 5 spaces and Extort in 3 spaces, dropping AUC Resources from 13 to 11. Following through, page 13, Right Column, 2nd paragraph AUC Resources from 11 to 12, and page 14 Right Column, 4th full paragraph AUC Resources from 12 to 9.

Page 12, Left Column, 4th full paragraph: Replace "FARC cylinder" with "Government cylinder".

Page 12, Right Column, 4th full paragraph: Replace "AUC guerrilla" with "AUC piece".

Page 13, Right Column, top line: Replace "1 Resource" with "1-3 Resources".

Page 15, Right Column, 1st line: Replace "Sweep" with "Patrol".

Page 17, Right Column, 2nd full paragraph: Delete the last sentence that starts with "It has only 1 Police, so ...". It is superfluous; a second space is needed in any case.

Page 17, "Preparing the Deck for This Example" box: Add to the beginning of the final paragraph "Randomly remove 12 other Event cards."

Page 20, The illustrations should show 4 Police in Cali.

Page 25, The illustration is missing a third FARC Guerrilla remaining in Arauca-Casanare.