Dawn's Early Light: The War of 1812

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Retreating from Battle

- The Player Aid sheet contradicts Rule 9.2 regarding which side must declare its intent to retreat first. The Rulebook is correct: defenders must declare their intent to retreat or continue to fight before the attacker declares.
- Retreats are allowed to a surviving player after every round of a Battle, including the last one. If the attacker eliminates the defending forces during a battle turn (ending the battle), they can opt to retreat to their original space instead of remaining to occupy the region. Likewise if the defender eliminates an attacker, they can retreat to a neighboring region at the end of the battle instead of remaining in place.

Retreating from Landing Attacks

- Rule 9.2.3 text was accidentally truncated. The rule should read "Forces making a landing attack cannot retreat to an adjacent controlled region. If these forces retreat, they must retreat to the Navy Box."

Deploy Action to Reinforce Controlled Regions

- The GB player can use the Deploy action to place forces from the British Navy Landing Supply into regions they already control. The region must still be accessible via a completed Blockade as with an offensive Deploy action.

Indians and Campaigns

- Rule 10.1 states that Indian forces can be used in combination with GB army forces in Campaign actions and normal Battles. However, Indians are not *required* to have GB army forces with them to take these operations. Indians obey all normal force rules for initiating, participating in, or retreating from battles. They also have their own special rules (evasion, not remaining in towns) that are in addition to these core rules.

British Squadrons

- There are several effects that grant Squadrons to the GB player, such as advancing to Economy 1 on the Political Contest track. If the GB player then loses such an effect -- e.g. if their Economy level is reduced below 1 -- they *also* lose the associated Squadrons. When this occurs, the GB player must immediately remove the squadrons from the map. They are free to remove them from any deployment they wish.
- Squadrons gained from card events are gained permanently, since card events cannot be undone.

Recruit Tokens
- Effects that say "Refill Recruit Tokens" refer to a town's Recruitment Strength, if any. Players add tokens to the town until the number of tokens equals the town's max recruitment strength. If the town is already at its maximum, no refill is possible or required. If the town *has no* recruitment strength, no tokens can be added to it as part of a refill action.
- Card events that allow players to add Recruit Tokens to a region may add them to *any* region that meets the events's criteria. The target region does not necessarily have to be a town with a non-zero Recruitment Strength. However, the region must still be a) the player's home region and b) under the home player's control for them to use those Recruit Tokens.

Adding the 1814 Deck
- Rule 4.1.4 incorrectly states that the 1814 deck is added during Turn 5's Upkeep step. The 1814 deck is actually supposed to be added **at the start of Turn 5**: four turns are played with the 1812 deck alone, and four turns with the 1812 and 1814 decks combined.

Potawatomi and Upper Canada Connection
- Despite map art that makes it appear so, these two regions are *not* considered adjacent. Movement between them must pass through either Huron or Detroit.

Card: Baltimore Privateers
- When scoring this card, US earns VPs for their current Privateering level *without* subtracting the GB Blockade value first. Scoring the two combined (Privateering vs Blockades) only occurs during Turn End scoring.

Card Effect: Relocation
- Cards that let you "relocate" forces permit you to move them between any two qualifying regions, effectively teleporting the forces. The two regions do not have to be adjacent or connected.