

DAWN OF EMPIRE *(official errata 21 Aug 2020)*

Map: There is a misprint in the Search Matrix Chart that covers the sixth line in the “Blockade” column. The covered text is “1-5”.

Page 4, in the description of the order of resolutions in the Combat Phase, Port resolution is reversed with Battle Line resolution. Resolve battle line combat for an area, if there is any, before resolving any port attacks on ports adjacent to the area due to Raid or Blockade orders.

Page 4, left column, Ports: “The Spanish Ports are indicated with yellow circles”. Actually the circles are green.

Page 8, left column, 7.3: The last line cannot be seen because it is covered by the illustration on the top of the page. I think that the text is “round is concluded”.

Page 10, left column, third paragraph: “A disrupted port is still available as a report”. I think that “report” should be “port”.

Page 11, left column, 9.3, last line: “Injured leaders”. They are not mentioned in the rules, so I think that it is a mistake. There are not injured leaders in the game.

Page 11, right column, 10.0: Terms “disabled” and “disrupted” are used for ports, but earlier only “disrupted” was used and that is the term that appears in the back of the port counters. As ports cannot be disabled (a result of 5 against a port causes damage, not a disabled result), I think that using “disabled” here is a mistake.

Detailed Example of Play, the Cámara squadron is given Raid order but they just move with five ships, as the other two ships, Furor and Pluton, have only 3 movement points so they are left behind and that is not noted in the example.

As a general note, at any time where there is variance between the rules and an example of play, please consider that the rules are the definitive answer.