

# SIX EMPIRES™

## First Edition Errata Sheet

### Typographical Errors:

Page	Heading	Stated As:	Updated To:
0	Six Empires Includes	11 Cavalry Units Per Nation	9 Cavalry Units Per Nation
0	Table of Contents	Error! Bookmark not defined.	13
4	Objective	You control at one Home Territory of another player's	You control at <b>least</b> one Home Territory of another player's
10	Step 2 – Defender's Volley Note	Famous Generals and army units being transported on ships do not participate in a naval battle and they can be routed in the course of a battle, even by a cross column hit.	Famous Generals and army units being transported on ships do not participate in a naval battle and they <b>cannot</b> be routed in the course of a battle, even by a cross column hit
10	3b) Attacker Rallies	Famous Commanders must at least one ready unit to be effective. If the last army unit in a general's column, or the last navy unit in an admiral's column is routed, that commander is no longer able to restore units.	Famous Commanders must <b>have</b> at least one ready unit <b>in their column</b> to be effective. If the last army unit in a general's column, or the last navy unit in an admiral's column is routed, that commander is no longer able to restore units.
11	Rebellions	Rebels are treated as the attacker in the battle, and the player to your right will roll the die on their behalf.	Rebels are treated as the attacker in the battle, and the player to your right will roll the die/ <b>dice</b> on their behalf.
16	The Kingdom of Denmark-Norway	Add two points to the muster score of the Independent Nations of Denmark and Norway when they are attacked.	Add two points to the muster score of the Independent Nations of Denmark and Norway when <b>both territories remain independent.</b>

### Graphical Error:

On page 7, Under the heading “Transporting Army Units Through Ocean Zones” the first panel of the image accompanying Example 2 is incorrect. The arrow from the cavalry unit in Anatolia should indicate it moving to the frigate rather than the sloop.



Corrected Image

**The following sections have been re-worded for the sake of clarification:**

<b>Page</b>	<b>Heading</b>	<b>Original Wording</b>	<b>Updated Wording</b>
7	Rules for Transporting Armies on the Seas	Resolving a naval battle ends the Move Units stage of your turn. Army units on board of a naval unit that fights a battle will not be able to disembark until the following turn.	Army units may not disembark in an ocean zone occupied by another player's fleet and resolving a naval battle ends the Move Units stage of your turn. You must defeat the enemy fleet on one turn and disembark on the next if you wish to unload from that ocean zone.
14	Rules for Head-to-Head Games	The Combined Prestige for both of their empires exceeds 55 points.	The Combined Prestige for both of their empires is 56 points or higher.
15	En Masse Attacks	When units are combined into a group that exceeds 6 points, the group gets an automatic hit for each six points and you roll a die for any remaining points. Five artillery grouped together have an attack strength of 20, giving you three guaranteed hits, and you roll a die for 2 or less for the remaining attack points.	A group that reaches or exceeds 6 points of battle strength, score one hit for each six points and roll a die for any remaining points. Five artillery have a combined battle strength of 20, giving three guaranteed hits, with an additional attack that scores a hit at 2 or less
15	Centers of Control	When your capital is captured by another player, you must begin your next turn by rolling a die for each non-home territory you control. Any territory for which you roll a 6 will rebel against you.  Successful rebellions remain on the board until defeated, even if you regain control of your capital.	If you do not control your Capital at the start of your turn, you must roll a die for each non-home territory you control. Any territory for which you roll a 6 will rebel against you.  Successful rebellions remain on the board until defeated, even if you regain control of your capital.
16	Blockades	Blockading naval units can't control ocean zones, but they can be attacked by other players, and will join your other naval units in any battle which takes place in the ocean zone.	Blockading naval units don't control ocean zones, but they can be attacked by other players or drawn into a battle in the ocean zone when other units of their navy are attacked.  New naval units placed in a blockaded port city may not move through the ocean zone until the blockading ship(s) are defeated.