**Dawn of Battle**
# Errata and Clarifications

This document includes all errata and clarifications for the first (1.0) version of the Dawn of Battle rules and Playbook. All of these should be incorporated into the next physical version of the ("living") rules.

Note that although this listing is quite extensive, the bulk of it are clarifications to existing rules, not corrections.

## Rulebook Corrections

○   2.1 Change to 15x16 and 15x32.

○   2.1 Add: In the center of the map is a numbered compass rose used to position units within a hex (sometimes randomly) or to randomly select an adjacent hex. In this latter case, select the right (clockwise) hex indicated by the selection result.

○   3.1.2 and 3.1.3: Swap the MI and HI unit images.

○   3.1.5 change "Shiltron" to "Schiltron"

○   4.2 Change second sentence to: "Commanders with a laurel value of zero provide no action points."

○   4.3 Change Initiative Example text to: "Bob and Dave are determining initiative. Bob has held the initiative for the last three turns. Dave draws a die result and gets a 4. Bob draws a result and gets a 6. However, since Bob has held the initiative for three turns, this result is reduced to a 4 (-0 for the first turn, -1 for the second, -2 for the third), tying Dave's result. Since Bob held the initiative the previous turn, he retains it. Dave really wants to go first during the pending action cycle, so he spends an action chit to steal the initiative from Bob. Bob could spend a chit to steal it back, but decides he has better uses for his chits and cedes the initiative to Dave and flips the initiative marker over to Dave's side and places it in the 0 box on the turn track (had Bob retained the initiative the marker would be placed in the 3 box and left on Bob's side)."

○   5.2 Change second sentence to: "All of the units within that formation may then complete one of the following actions: rally, move, conduct ranged fire, move and fire, or fire and move (e.g. all must rally, all must move, etc.)."

○   5.2 Change third sentence to: "In order to be part of a formation, a unit must: not be marked with an activation marker, be within the command range of an available leader (see Note #3), be able to draw a line of continuous hexes that are empty or contain a friendly unit (activated or not) to the selected leader, and able to complete the action chosen for the formation."

○   5.2 Note #3: change to: "A leader may be used to activate multiple formations during the same turn, even if the unit to which the leader is attached has been activated, unless the leader is moved outside of its command radius. For example, a leader with a command radius of two hexes attached to a Light Cavalry unit may move with that unit up to two hexes and still be able to create formations during later actions. If the leader is moved beyond two hexes, flip the leader to its side to show that it cannot create any more formations during the current turn."

○   5.4 Delete the second sentence starting "It is suggested that …"

**Dawn of Battle**
# Errata and Clarifications

○ 6.2 Change second sentence to: "This value is used to determine the size of a formation centered upon the selected leader's hex (use the Initial Position marker to clarify this location if the leader moves from that spot)."

○ 6.4 Replace third and fourth sentences with "If an enemy unit enters a hex that is only occupied by an enemy leader (through regular movement or advance after combat, the enemy player draws a die result. If the result is a six, the leader is killed and removed from the game."

○ 7.6 Delete last two sentences (they're redundant).

○ 7.10 Change text to: "Some combat units (chariots and mounted archers) may perform Ranged Combat (see below) either prior to or following movement when not disrupted. Both movement and combat are performed normally when employing this action. Units capable of this tactic have blue movement values. All units within the activated formation must either move and fire or fire and move. Support fire (see 8.5.1) cannot be used when resolving missile fire by a unit using this action. A unit employing this action is marked with a red activation marker. A unit may employ move and fire when beginning its activation within an EZOC."

○ 7.11 Change sentence "A charging unit doubles its Combat Strength during melee. " to "A charging unit doubles its Combat Strength during melee against units in its front hexes when attacking or being attacked. Charging units use their printed combat values when being attacked from flank or rear hexes."

○ Add 7.11.4 Charge Cancellation: A charging unit may cancel its charging status by withdrawing prior to melee, if possible (per 10.2.2 on Page 11). If a charging unit becomes disrupted, the charge is automatically cancelled and one if the two yellow blocks js removed.

○ 10.1 Replace text with: "Remove single yellow markers from activated units (double markers noting charging cavalry are not removed). Leave red markers in place."

○ 10.2.2 change second paragraph to: "Units that withdraw prior to combat disrupt prior to retreating."

○ 10.2.11 Add sentence to end of Third Column Modifier paragraph: "This morale check may only be modified through the play of an event card."

○ 10.3 Example: change "Shiltron" to "Schiltron"

○ 10.3 Example: change last sentence in second paragraph to: "Finally, Dave plays the Heroics event to increase his result by +3."

○ 13.3 Change text to: "The army that has suffered half as many total strength losses (or less) than the enemy earns a victory point. Add five points per eliminated leader, plus an additional five points per command point lost (a leader with two command points would be worth 15 points) to an army's total losses, prior to determining this result."

○ 13.5 Replace first two sentences in the example with: "During the first turn's action cycle, Dave notes that he has one more action chit than he needs."

**Dawn of Battle**
# Errata and Clarifications

○ 13.7 Change text to: "Once an army has panicked, it becomes very difficult to panic the other army if it has not approached its own panic level. Therefore, once an army panics, if the opposing army has suffered fewer losses than its stated panic level, minus ten points, the game ends immediately with decisive victory granted to the opposing army. For instance, if an army were assigned a panic level of 15, it would win automatically if the enemy army panics while it has sustained not more than five points worth of losses. The victory level can be reduced to a substantial victory with a successful handicap roll (assuming the necessary action points were spent) by the losing army."

○ 14.3 Change first sentence to: "A player may purchase a new event card through the play of an action chit as an action during the action cycle."

○ 14.6 Change third sentence to: "Secondly, when drawn during a melee resolution or played prior to drawing a card during melee resolution, they convert the process to a much more random outcome."

○ 15.3.1 Remove the parenthetical: "(the color of the die result icon)"

○ 15.5 Change "rolls" to "draws"

○ 15.6 Change "their" to "its"

○ 15.8.3 Change "even" to "event" in fifth line from bottom.

## Playbook Corrections

○ Muye: The HI unit is in F10 (not MI)

○ Asculum: A HI unit is in D7 (not MI)

○ 2nd Adrianople: Change "rolls" to "draws" in SSR.