

ERRATA: War! Age of Imperialism

Native Counters: 6's and 9's

These pieces should have been underlined to mark the difference between the number 6 and 9. The player may mark correctly by flipping the counter. The spear points should be pointing upward.

Page 6 (Basic Rules): The Turns - The Production Round

INCORRECT: "Each region that does not have a building on it is worth "0" PP's.

SHOULD READ: "Each region owned by a player that does not have a building on it is worth 5 PP's.

Page 22 (Standard Rules):

Exploration and Negotiating with the Natives (second paragraph)

INCORRECT: "If a leader piece is also moved into a region with an explorer, the explorer may add "1" to his dice roll to see if the natives join the empire."

SHOULD READ: "If a leader piece is also moved into a region with an explorer, the explorer may add "2" to his dice roll to see if the natives join the empire."

Page 25 (Standard Rules): Ship Battles

A player that begins his turn with ships in a sea area that also contains enemy ships, may move his own ships out of the sea area before a battle occurs if he chooses.

Sea battles may only occur during the turn of one of the players involved in the battle.

Page 27 (Standard Rules): Spending Production Points (bottom)

INCORRECT: "Any production points that are not used immediately are lost (Use 'em or lose 'em)."

SHOULD READ: "Production points may be saved from turn to turn if players agree at the beginning of the game. The PP's that are saved can be tracked on a piece of paper. Production Point currency (paper money) will be available in the War! Age of Imperialism Expansion Pack."

Page 19 (Standard Rules) & Page 30 (Advanced Rules):
Non-Moving Pieces - Railroad

INCOMPLETE: "Each Railroad produces 4 PP's for each City, Factory, Port, or Resource (with a value greater than "0") that is in a region adjacent to the railroad and in the player's empire.

COMPLETE: "Each Railroad produces 4 PP's for each City, Factory, Port, or Resource (with a value greater than "0") that is in a region adjacent to or in the same region as the Railroad and in the player's empire.

Page 30 (Advanced Rules): Non-Moving Pieces - Factory

UNCLEAR: "Factories produce PP's equal to ten plus twice the number of developed resources in the player's empire"

CLARIFICATION: Developed Resources means "number of developed resource counters with a value greater than "0". It does not mean the total number on the marker.