Clariifications and Errata

"Secret Weapon" Card and Capitals

The "Secret Weapon" card's special ability may not be used when attacking a capital.

Blank Tokens

The "Components" section of the rulebook states that three blank tokens are included with the game. This is an error.

The Production Point Calculation

The summary calculation for production points on pages 13 of the Premium and Epic rulebooks are in error. (Although in each case, the basic rule in the running text is correct.) The summary calculation should read, in both cases:

\[ PP = (3 \times \text{production centers}^*) + (6 \times \text{capitals}) + \text{card value} \]

* limited by power sources

Frequently Asked Questions

Q - Is it legal to play more than one card in a game round, so that (for example) a player can use several different cards’ special abilities?

No. On any given game round, each player is limited to using the special ability of the single card that he played during the initiative step.

Q - What’s the difference between movement in the Premium and Epic rules?

The main difference boils down to this: In the Premium rules, unoccupied areas do not interrupt a single movement, whereas in the Epic rules, unoccupied areas do interrupt a single movement. To say it another way, in the Premium rules, a collection of units can move through any number of unoccupied areas before stopping in a destination area, but in the Epic rules, such a collection must stop in the first unoccupied area they come to.

Q - Can a ballistic missile attack target a sea area?

Yes.

Q - Are victory points cumulative from round to round?

Yes. During each victory point phase, the number of victory points a player scores that turn is added to the number of victory points he scored on previous turns. For example, a player who scored 12 victory points on previous turns who scores 5 victory points in the current turn moves his marker to the space marked “17.” Thus, for example, a player who controls a given capital for three consecutive turns scores a total of 3 victory points for doing so.

Q - What happens if a player doesn’t have any cards in his hand in the initiative step?

That player draws the top card from the deck and must immediately play it as his card for that turn. Doing so does not cost him any production points, but this is balanced by the fact that the random...
assignment of a card allows him no strategic choices at all.

Q - In battle, is tactical supremacy ever recalculated (for example, after casualties have been removed)?

No. Tactical supremacy is only calculated once for a given battle, at the beginning. That initial calculation determines the order in which the players roll for the remainder of the battle.

Q - Are neutral capitals considered to be capitals for all purposes? Are neutral capitals considered "enemy capitals" and/or "opposition capitals"?

Neutral capitals are considered capitals for all purposes. For example, restrictions on when capitals may be attacked apply equally to neutral capitals and capitals occupied by player forces, neutral capitals provide VPs, and occupying a formerly neutral capitals fulfills the general victory condition that you must occupy at least one capital to win.