

















































# — THE AWAKENING —

## ERRATA

### TECH TREES

The cost for the first tech upgrade on most tech trees dropped out. The costs to purchase the level 1 tech upgrades are:

CAPTAIN						
	TACTICAL	SECURITY	SCIENCE	NAVIGATION	DIplomACY	ENGINEERING
EVANS 						
EVOLVED 						
LATEE 						
VINH 						
XERON & XORON 						
ZALEX 						

\*Jolal and Sand'Du are correct.

### NEW GALAXY TILES

The inner and outer galaxy tiles do not match their description in the rules on page 4 of The Awakening expansion rules. Ignore the “inner” and “outer” descriptions. These tiles should be shuffled into the existing stacks of inner and outer tiles based off the tile back art.

When placing all expansion tiles, reveal and place them as you would any galaxy tiles.

The activation, effects, and bonuses of the expansion tiles remain as described in the expansion rules.