Havocville rules clarification

Dice Coalition Games

What happens if during preparation for the next Era, there are not enough Dominance cards for each player to start the Era with 2 Dominance cards?

All players must start every Era with the same number of Dominance cards in hand. If there are not enough for every player to start the Era with 2, each player starts the Era with 1 Dominance card in hand.

If there are not enough for every player to start the Era with 1, each player starts the Era with **no Dominance cards in hand**.