

CLARIFICATIONS & ERRATA.

RULE BOOK

7.5 Mobilization Limits *Clarification: Change the Important note and add example:*

Important: The Mobilization limits listed for each color on the Maximum Unit Build Chart do not apply during set up. Factions may set up units in excess of the limits set in the Maximum Unit Build Chart, however a faction cannot mobilize units during play in excess of those limits.

Example: In Scenario 17 the Senate set up allows a total of 12 x 20-10 to be set up. The Senate could not mobilize another 20-10 unit until the total number of purple 20-10 on the map is less than 10 (Maximum Unit Build Chart).

7.6 Combat Efficiency Rating (CER) *Errata: Change to read*

- Roman legions, civilized non-Roman heavy infantry, Barbarian heavy infantry, fleets, and heavy cavalry units (see 2.6.1) have a CER from A (best), to C (worst).

- D ratings are used for all other unit types including forts, cities and militia.

- If all units of a power are normally rated as CER D, but a different CER is listed in the scenario instructions, the CER listed in the scenario take precedence over the above ratings.

Example: Scenario 5, Parthia. Since Parthia uses 26.0 (Civilized Recruitment) that restricts the type of units it may build (26.2).

8.0 RECRUITING BY ACCRUAL *Clarification: Insert between first and second sentence*

They ignore all Mobilization Charts including Maximum Unit Build Chart.

27.0 PIRATES & RHODUS *Clarification: Add the following important note:*

Important: Unless specifically listed in a scenario, powers outlined in this section are not assigned a morale value.

They do not suffer from or benefit by die-roll modifiers due to morale differences in combat. They never gain or lose morale points. Other powers can gain morale points by eliminating these units.

37.0 SPECIAL MINOR POWERS *Clarification: Add the following important note:*

Important: Unless specifically listed in a scenario, powers outlined in this section are not assigned a morale value.

They do not suffer from or benefit by die-roll modifiers due to morale differences in combat. They never gain or lose morale points. Other powers can gain morale points by eliminating these units.

SCENARIO BOOK (Errata)

Scenario 1:

Special Rules #5: Delete.

Scenario 5:

All forts listed as [1]-0 should read D-fort.

4) Place A-forts in A2117, A2313, and A2418. These forts and all D-forts that begin in city hexes are not removed from the game-map for any reason; ignore 21.3. They act in all other ways like normal forts.

Scenario 7:

All forts listed as [1]-0 should read D-fort.

Scenario 12, 13, 16, 17, 18 & 19

[2]-0 Forts should read C-fort

[6]-0 Forts should read B-fort

[8]-0 Forts should read A-fort

Scenario 13:

To clarify, the below two lines should read:

B4413: 1 x +1-16, 2 x 16-9, 2 x 4-12, 1 x BT, 1 x B-fort

B4513: Decebalus, 2 x 16-9, 2 x 4-12, 1 x BT, 1 x B-fort

Scenarios: 20, 21, 22, 23

[5]-0 Forts should read A-fort.

Scenarios: 25, 26

[4]-0 forts should read B-fort.

Scenario 36:

Eastern Empire Imperators are listed as Marcian, Purple, Red. Delete the words "Purple, Red"