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).

New
7.7 Baggage Trains *Clarification, add as bullet*
• BT LE is not counted when foraging; It is only of relevance for stacking limits regarding city/port capacity, transportation by fleets, and morale effects (*i.e.,* gaining/losing unit)

8.0 RECRUITING BY ACCRUAL *Clarification: Insert between first and second sentence*
They ignore all Mobilization Charts including Maximum Unit Build Chart.

New
10.1 Naval Operations Phase *Correction, change first bullet to read*
• All neutral client states that a player controls are all active in a single NOS. Thus, a player could have one round for each of his major powers and minor powers, and then one additional round for all of his neutral client states.

10.6 Naval Interception *Errata: change to read*
-1: If the MP distance is greater than three.

13.3 Foraging Clarification: Add the following:
Important: When making a forage check for a single unit, ignore fractional results. The unit is unsupplied if the forage value of the hex is "0".

13.4.3 Sieges & Blockades Errata
Delete Third bullet and insert:
In both the Movement Segment and Supply Segment, if a city or fortification is under siege or if a port or port city is blockaded and under siege, units checking for supply must be supplied by BT if available. If a BT is not available they may attempt to supply by foraging. The owning player cannot attempt to supply part of his units by BT and part of his units by foraging if a BT is available in the city/port.

16.3 City/Port Capacity Clarification add the following
First Bullet add reference 21.4

22.0 IMPERIAL CAPITALS & GRAIN SUPPLY
22.2.2 Rebellion Determination
Important: Do not check for a grain rebellion during the first game turn of any scenario.

During the Diplomacy Phase of each game turn the owner of the imperial capital (if a Roman faction) must check to determine whether a grain rebellion occurs. A grain rebellion may occur if:

  a) The faction does not control provinces containing at least five wheat
  symbols; or
  b) The capital is besieged.

- If a) applies, the player refers to the Grain Rebellion Table. He finds the total wheat symbols along the left-hand side of the table. He then rolls one die. If the number rolled is within the span listed on the right-hand side, a rebellion occurs.
- If b) applies, the capital cannot be supplied with grain. The player must check for rebellion. Roll one die, if the result is 1 through 5 a grain rebellion occurs. If a BT is within the besieged capital, the owning player may expend SP to reduce the chance of a rebellion. Each SP expended adds one to the die roll.

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.

CHARTS
Supply & Random Events Player Aid Card
Legion Equivalent Chart: Baggage Train line. LE should be "1" not "3".
Combat & Movement Player Aid Card
Legion Equivalent Chart: Baggage Train line. LE should be "1" not "3".
Naval Interception Table: Second line should read "-1" not "-3"

SCENARIO BOOK (Errata)

New
SCENARIO BOOK
Scenario List: Correction
Scenario 9: Number of Players should read 4/3/4.
Scenario 22: Number of Players should read 2.

New
Scenario 1: Gallic Revolt
Set-Up: Brown (CER C): Correction;
Replace one +1-16 leader counter (players choice) with Fritigern (+1-16) leader counter.
Special Rules: Correction
Delete rule #5

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.

New
Scenario 9: The Crisis of the Second Triumvirate Correction
Players: Maximum: 4; Minimum: 3; Optimum: 4

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"