

ANIR CLARIFICATIONS & ERRATA 9/27/19

RULE BOOK

5.56 Cities and Provinces *Clarification, change the below to read:*

- A power conquers a province if:
 - a) It captures the province's capital city, **if any**; and,
 - b) It has captured at least half of the other cities in the province.

NEW 6.1 Taxation & Mobilization Phase *Errata add the following bullet*

- A besieged city with an open sea route can be taxed, one fully invested cannot; the owning player must keep track of the revenue, which can be collected if the siege is lifted. The money is lost if the city falls.

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).

Clarification change Note to read:

Note: A player may raise CER B units in a CER A area or CER C units in a CER B area, as per Rule 7.5. **A player may never raise units of a higher CER than his faction is rated.**

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.

8.3 Placement *Errata*

Delete 2nd bullet that states "A minor power is not required to have a leader in a province to build there.

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.

10.7.4 Naval Combat Results *clarification*

Important Note, should read: **Important:** Round losses down, except that a player must always lose at least one fleet, even if it is his only fleet on any numbered result.

New The above should also be added to bottom of Naval Combat Table

New 12.5 Force March *clarification add to end of section*

Important: Baggage trains cannot force march.

New 13.2 LE & Supply Requirements *clarification add important note*

Important: If a hex or city is foraged during a player's Land Movement Phase, it may not be foraged again during the Supply Phase.

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.

New 13.4.4 BT & Rivers Errata change second bullet to read:

- When attempting to move by boat on a river, the baggage train loses one half its movement points on the first turn of movement (to gather and build boats). The baggage train may move along the river at the rate for their power's heavy infantry (presuming to be moving on boats), adjusted for terrain.

16.3 City/Port Capacity Clarification add the following

First Bullet add reference 21.4

New 19.3 Morale Effect on Combat Clarification: Add to end of 19.3

Important: The maximum modifier for morale is a plus or minus 1.

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.

NEW 29.3 Militia Procedures Clarification: Add important note

Important: Militia does not count when determining siege priority, they are part of the city's intrinsic defense (See Siege Priority Chart).

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.

NEW Variable City Chart errata

Susa line, Scenario 39-40 column, Susa should have value of 1/2

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"

Siege Attrition Table *Errata*

Title should read: Siege Attrition Table

LE Supply Table *Clarification*

<1 refers to the possibility of a unit valued at ½

LE; ≤2 refers to the presence of units valued from 1 to 2 LE

SCENARIO BOOK

Scenario List: *Correction*

Scenario 9: Number of Players should read 4/3/4.

Scenario 22: Number of Players should read 2.

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 3 Marius vs. Sulla *Clarification*

Special Rules Amend rule '1)' to read:

If a Roman faction conquers Macedonia, it may mobilize units there at 50% greater cost than normal (rounding fractions up) using its standard counters; players must keep track of the units raised in Macedonia. Alternately a player could use any unused counter of a minor color to represent these units.

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 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

New Scenario 20:

Roman Faction (CER B)

Change hex C6911 to C6712

VISIGOTHS

Provinces: Delete Olbia and Tyras

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 Emperors are listed as Marcian, Purple, Red. Delete the words "Purple, Red"

Scenario 41 Heraclius and the Last Persian War *Errata*

Persian Morale should be 80.

NEW KHAZARS *Errata, change to read*

Controlled Provinces: Scythia (from column 1100 eastwards).
7000).

NEW ONOQ TURKS *Errata change to read*

Controlled Provinces: Scythia (through column 7000).