

These are the changes between the last published Living Rules for the Valley Games version of Republic of Rome (variously known as 1.02, 1.04, and 1.05) and version 1.06, published on April 30, 2018. In the PDF file, the changes are colored Light Brown.

Many of these changes are intended to help new players learn the game more easily. The point of making this new version is to help people avoid the years of work I went through to figure out the missing details of this great game.

Most of the following changes focus on the Revolution Phase (and the effects throughout the rules of being in Revolt), an area of the game that lacked some definition, in my opinion. However, after making the changes I thought were needed, I then made a vast number of changes after reading the ~800 posts about RoR on BGG; these are spread all over the rules. Some changes answer “what ifs” that will probably never occur in a game.

File name changed from 1.05 to 1.06.

pg 2 changed "v1.02" to "v1.06". Also re-aligned the table of contents (due to slight font differences).

pg 2 renamed "Game Components & Game Terms" to "Game Components".

pg 2 1.01 changed “and” to “who”, added “not only” and “also”, changed “an immediate” to “a”, added “usually” and “in”.

pg 3 removed "1.02.1 Components:" and "& Game Terms".

pg 3 Replaced small Summary Sheet text with a bitmap, to remove problematic Post Antiqua and Symbol fonts. Overall there are some very slight changes due to a different color model and different version of the Book Antiqua font. Make sure to uncheck "Print as Image" if you print this PDF file.

pg 3 1.04.1 changed “Officer” to “Official”.

pg 4 1.04.5 changed "1.11.2" to "1.11.1".

pg 4 1.04.9 added . When a card is discarded, place it face up on the discard pile. Except during setup (3.01, 3.02, 3.03), cards in the discard pile never return to the game.”.

pg 4 1.05.21 removed “then” to fit new text. Changed “amount” to “number”.

pg 4 1.05.22 added “. ”.

pg 5 1.05.3 changed "Curia" to "Forum". Added "If the Primary Rebel dies, the Revolt fails (1.11.372 and 1.12.3).", “under all other Family cards”, and "and Statesmen pairs (1.07.312)". Changed “due to failed Assassination” to “of Assassins”.

pg 5 1.05.4 changed “Factions are not eliminated unless they have lost their” to “A Faction is eliminated only if it loses its”. Shifted last sentence up for clarity. Added “is not eliminated, but”.

pg 5 1.06.1 replaced all with "All Senators generate Personal Revenue unless they are in Revolt (1.11.34), Captive (1.10.71), or non-Aligned [EXCEPTION: Rebel Governors if using the Rebel Governor (2.03) Advanced Rules]. The revenue includes Base Income plus funds from Concessions, Governorships and Knights. These are given as a lump sum to the player for Redistribution (1.06.3).", the exception is in blue.

pg 5 1.06.12 changed "Concessions's" to "Concession's".

pg 5 1.06.2 added "and Fleet" in blue.

pg 5 1.06.3 changed various things in this section to clarify Talent transfers between rebel and non-rebel Senators and Faction Treasuries, and the restrictions on captives.

pg 5 1.06.4 added "(unless in Revolt)" and removed "or controlled by a Rebel Governor (Advanced Rule 2.03)" because it's redundant. Changed "vacant provinces" to "provinces without a Governor".

pg 5 1.06.51 added "non-rebel" and revised color and wording of the last sentence to "A Province with a Rebel Governor or engaged in a Provincial War (2.02) does not provide Talents to the State." in order to clarify that in the Basic Game, Rebel Provinces do not provide income (or cost) to the State. This is a Rule Change, but it just makes sense. Please see other changes in this list regarding Rebel Governors in the Basic Game.

pg 6 1.06.52 changed "one" to "1" due to font differences. NOT light brown because it might confuse people. Also added "A Senator may make one such contribution per Revenue Phase."

pg 6 1.06.53 added "and Civil Wars", "and not in the Garrison of a Rebel Governor (1.11.32)". Changed "disband" to "eliminate" and "disbanded" to "eliminated" – the word "disband" now only refers to the Advanced rule 2.04. Added "(if there is one)".

pg 6 1.07.2 references changed to 1.07.4, 1.07.6, and 1.07.7. Also added "once".

pg 6 1.07.22 added ", minimum bid is 1 Talent".

pg 6 1.07.31 changed "player that controls" to "Faction controlling". 'Faction that controls' didn't fit the available space.

pg 6 1.07.311 changed "Senators cards" to "Senator cards".

pg 6/7 1.07.312 changed "Prior Consul markers" to "all markers, Knights, and marked". Removed "other".

pg 7 1.07.312 changed "appears, it is immediately placed" to "appears in the Forum (not the Curia), immediately place it", moved quotes around A to the A in the previous sentence, and changed "appears" to "appears in the Forum (not the Curia)". Also changed "Statesmen" to "Statesman".

pg 7 1.07.32 changed "that Concession's corrupt bar listed on the card" to "the corrupt bar on that Concession's card".

pg 7 1.07.321 added "(aka eliminated)" and removed "face down". Changed "during" to "at".

pg 7 1.07.33 changed "Legion" to "Swords", capitalized Ship, and added Armaments Icon graphic. Also changed "that particular War has broken out" to "it goes into one of the the "Active Wars" spaces in the Forum", changed "in effect" to "active", shifted the location of the exception and changed "Matching" to "Imminent" because that's where the process is described.

pg 7 1.07.331 reorganized this paragraph for clarity (and grammar).

pg 7 1.07.332 added "Each Matching War contains a line of text similar to "1st of 2 Cilician Pirates (1)". The number in () is the number of Wars of that type in the Era of the card (i.e. in the Early, Middle, or Late Republic deck).".

pg 8 1.07.333 changed "a defeated Revolt" to "defeating the War", added "card", and changed "normal Wars" to "Wars that are not Revolts". Also removed last "normal". Removed "All Revolts are Wars, but some Wars are also classified as Revolts." Because it's awkward, possibly confusing, and unnecessary.

pg 8 1.07.334 added ", or Unrest" and removed "until activated" and "in the Forum" twice.

pg 8 1.07.341 added "(or moves from Imminent to Active)".

pg 8 1.07.343 changed "in the bottom corners" to "on the right side".

pg 8 1.07.344 reordered paragraph for clarity. added "last active", changed "Wars" to "War" and "are" to "is". Also added "On the Refuge / Rise from Refuge Event "killed by a Victory" refers to a Leader who was aiding a War card and was either removed from play or moved to the Curia due to a Victory result (1.10.4) or the New Alliance / Another New Alliance Event. A Leader in Refuge still aids his normal Matching Wars."

pg 9 1.07.41 removed ", as the case may be" and the second "if", added "in the Forum" and "(or 9 after the "Era Ends" card is revealed),".

pg 9 1.07.411 changed "If two Statesmen who historically opposed each other belong to the same Faction, the printed base Loyalty rating of both" to "If a Statesman belongs to the same Faction as any Statesmen shown with a "-" on his card, his printed base Loyalty rating" since some Statesmen do not oppose those who oppose them. Also changed "they" to "he" and "add" to "adds".

pg 9 1.07.413 added "(which requires a Seduction or Black Mail card)".

pg 9 1.07.5 changed ". [unless he is in Revolt (1.06.12)]" to "unless the Senator is held Captive. A Senator in Revolt loses control of all of his Knights." and "attracts" to "controls". Also changed "to 5" to "or more" for Evil Omens.

pg 9 1.07.8 removed "(currently without a Matching War in the Forum)" for clarity and added "(Evil Omens events do not modify these rolls)". Changed "on" to "in".

pg 10 1.08.2 added "[EXCEPTION: Neither No Recruitment nor Manpower Shortage applies to Legions/Fleets recruited via the Gabinian Law card.]".

pg 10 1.09.11 added "Aligned" and changed "are" to "is".

pg 10 1.09.12 changed "stating" to "saying" due to font differences.

pg 10 1.09.13 added "Whenever a vote is not in progress, any player may offer advice, discuss options, and/or suggest courses of action, but only the Presiding Magistrate or a Tribune can formally define a proposal and call for votes."

pg 10 1.09.141 added "or Prosecution (1.09.41)".

pg 10 1.09.143 added "(i.e. a proposal, Prosecution (1.09.41), or anything else requiring a vote, except recalling a Pontifex Maximus)"

pg 11 1.09.15 changed "In the rare case that" to "If" and removed "ever" to fit new text.

pg 11 1.09.151 added "The Presiding Magistrate may call for the votes of each Faction in any order." and rearranged the paragraph slightly.

pg 11 1.09.171 changed "his office" to "it" to fit new text.

pg 11 1.09.21 the final "Consuls" is removed to fit new text.

pg 11 1.09.3 added ", which could be a Civil War (1.11.3)".

pg 12 1.09.34 changed ", unless" to "; until". Removed "if the Dictator". Changed "he remains" to "the Master of Horse must remain".

pg 12/13 1.09.43 added "Each Concession with a revealed corrupt bar is a different (separate) reason for Prosecution. However, the Accused must have the corrupt Concession at the time of the Prosecution for it to be a reason for Prosecution, e.g. if the Accused has been convicted and thus lost all of his Concessions (1.09.441 and 1.09.442), none of his prior corrupt Concessions is a valid reason for a second Prosecution within the same Senate Phase."

pg 12 1.09.4 added "or appointed".

pg 12 1.09.41 added "[EXCEPTION: Special Major Prosecutions of Assassins (1.09.74)]".

pg 13 1.09.44 added "Note that when a senator dies, he loses ALL of his influence." Because it has been asked and continues to be asked on the forums many times.

pg 13 1.09.51 added "unless its Governor is in Revolt".

pg 13 1.09.52 added "non-rebel".

pg 13 1.09.6 added "and does not require a vote" per request of Jon Murdock.

pg 13 1.09.61 added "Aligned". It simplifies questions about corrupt bars, prosecuting un-aligned Senators, etc.

pg 13 1.09.62 made various changes, including adding "Popularity changes for Sponsoring, Co-Sponsoring, and Voting are cumulative."

pg 13 1.09.621 made various changes, including adding "A Senator must volunteer to Sponsor the repeal, and this" and "Popularity losses for Sponsoring and Voting are cumulative."

pg 14 1.09.63 Removed "in Italy (" and ")". Changed "Rome" to "the Active Forces boxes", "disband" to "eliminate" twice, and "disbanded" to "both eliminated". Added "built (or" and ")".

pg 14 1.09.64 added ", including a Civil War (1.11.35)".

pg 14 1.09.641 added "Forces already on the War without a Commander join his Force."

pg 14 1.09.642 changed "The passage of" to "Passing" to fit new text.

pg 14 1.09.644 made several changes, including adding "The Senate may also recall all or part of a non-rebel Force without a Commander." to correspond with 1.10.2, etc. Also changed "Rome" to "the Active Forces boxes". Changed "Commander who was not victorious during the previous Combat Phase" to "Proconsul (1.10.8)".

pg 14 1.09.645 changed "Commanders" to "Forces" and removed reference to 1.10.1 to fit new text. In the example, changed "end result" to "natural roll" twice.

pg 14 1.09.646 added ", or from a Province with a Rebel Governor". This might be a rule change, but is logical and consistent with implications of the Advanced Rules. Also added "unless the Province has a Rebel Governor". Added "it is" and "in".

pg 14 1.09.6461 added "(in the Middle and Late Republics)".

pg 15 1.09.74 added "Influence of the Accused is counted as normal.", and changed "is placed in the Repopulating Rome space" to "goes to the bottom of the Curia". Added "and any Family card belonging to the Faction Leader goes to the bottom of the Curia". Changed "If the killed Faction Leader was the last remaining member of the Faction, the player is eliminated from the Game" to "The Faction is eliminated if it loses its last Senator via Punishment for trying an Assassination". Added "If guilty,". Removed "any" and "still" to fit new text.

pg 15 1.09.8 changed "do not fit in with the standard procedures:" to "apply alongside the routine procedures of the Senate Phase."

pg 15 1.09.82 added "non-Rebel" and "unless a Rebel achieves one of his own Victory Conditions (1.12.1) in the same turn".

pg 15 1.09.821 changed "once elected" to "once elected or appointed" and added "Aligned". Added ", not even by a Senator belonging to the Rebel Faction".

Pg 15 1.09.822 changed "a" to "an Aligned" and "during" to "in", the latter to fit new text. Removed "and completely", Added "is". Changed "reaches" to "and has". Changed "simultaneously reach 35 Influence" to "qualify in the same turn". This is a change that I believe is simply better, but will only affect extremely rare edge cases. Replaced the last sentence with "In the exceedingly rare event that Senators are both elected and appointed Consul for Life in the same turn, the elected one ceases to be Consul for Life."

pg 16 1.09.823 changed "by defeating the Senate's Army (1.11.373)" to "(1.12.1)" and added "or appointed". Also changed "Consular" to "Consul"; one of many good catches made by Ted Davies. Added "He may not become a Rebel (1.11.3, 1.11.32), although he may be in the Rebel Faction." – this clears up some sticky situations. Added ", even if he dies during that turn". Removed "during the Senate Phase". Added ", unless he dies".

pg 16 1.10.1 removed "always" to fit new text and changed "Commanders" to "Armies against the same War". Removed "The Senate need not fight every War. However, any Active War card that is not considered Prosecuted at the end of the Combat Phase is moved to the Unprosecuted War space of the Forum, where it increases the Unrest Level in the Population Phase (1.08.11, 1.10.9)." to fit new text (it's unnecessary).

pg 16 1.10.11 changed "Legion icon" to "Swords icon" and "1.07.34" to "1.07.342". Added "(see also 1.10.21 and 1.10.31)".

pg 16 1.10.12 moved text in parentheses to a better position and added "i.e. a". added "and the Commander was neither killed (1.10.7) nor captured (1.10.71) in the Fleet Battle". Changed "to defeat the enemy Fleets - which could result in Legions taking losses during the" to "and must first defeat the enemy fleets. Accompanying Legions could be lost in the ensuing". Added "and his Force" and changed "returns" to "return".

pg 16 1.10.2 added "and his Master of Horse (if present)" and changed "is" to "are" and "his" to "their".

pg 17 1.10.21 added "However, each Disaster number can only be applied once per turn per War." and "he becomes a Secondary Rebel (1.11.32), is" and ", or captured (1.10.71)". Changed "A surviving" to "The".

pg 17 1.10.3 added "he becomes a Secondary Rebel (1.11.32), is" and ", or captured (1.10.71)".

pg 17 1.10.31 added "However, each Standoff number can only be applied once per turn per War." and "he becomes a Secondary Rebel (1.11.32), is" and ", or captured (1.10.71)". Removed "each" and "up" to fit new text.

pg 17 1.10.4 changed "-1" to "1".

pg 17 1.10.5 re-ordered for clarity. added "Land Battle that is a" and changed "Victories" to "Battles". Added "A Senate Legion in a Senate Victory, a Rebel Legion in a Senate Defeat, and one surviving Legion (if any) on each side in a Civil War Stalemate also becomes Veteran." Added "raised while disbanded (2.04.3), or its Senator dies while it is" in blue. Changed "It" to "The Legion", and "Veteran Legions" to "Veterans" to fit new text.

pg 17 1.10.51 Removed this section to reduce redundancy and conflict with 1.11.36. Also helped make room for new text.

pg 17 1.10.61 changed "they" to "the Land Forces".

pg 17 1.10.7 added "In a Senate Victory, Civil War Stalemate, or Senate Defeat (1.11.37), draw a number of Mortality Chits equal to the units lost from (only) the Senate Force, but these chits can affect either side." Removed "captured or", since capturing a Rebel doesn't make game or thematic sense.

pg 17 1.10.71 changed "Roman Victory" to "Land Battle Victory, Senate Victory, Civil War Stalemate, or Senate Defeat (1.11.37)" and added "and does not become a Proconsul". Added ", but a Rebel or Consul for Life who is captured may still win the Game (1.12.3)". Removed "always" and "original" for clarity.

pg 18 1.10.8 added ", or who gains a Naval Victory but not a Land Victory and has at least one surviving Legion in his Force, and is not captured,", "he becomes a Secondary Rebel or is", "non-rebel", and "Proconsul is a Major Office."

pg 18 1.10.9 changed "If a" to "A", removed "just", added "(including a Civil War, 1.11.3)" and "against the Active War" twice, changed "either" to "neither", removed "not", and changed "the" to "an" twice, all for readability. Added "(or the turn after it is created, in the case of a Civil War)". Removed "considered to be" to fit new text. Changed "either" to "at least one". Removed "minimum".

pg 18 rewrote 1.11.1 and 1.11.2 as follows, based on discussion with John Rodriguez on Nov 23, 2014. This is probably the most significant rule change in v1.06.

"1.11.1 PLAY STATESMEN/CONCESSIONS: First, all players may trade (or give away) Faction Cards (1.04.5). Then, starting with the HRAO and proceeding clockwise, each player may play any of his or her Statesmen (1.07.312) and/or Concessions (1.07.32). Statesmen and Concessions can be played in the same phase in which they are received in trade. Statesmen and Concessions can be played even if the target Senator is not in Rome.

1.11.2 EXCESS FACTION CARDS: Next, each player must discard Faction Cards until there are no more than five in his or her hand."

pg 18 1.11.3 added "Victorious Forces without a Commander return now to the Active Forces boxes.", "Primary", "(1.11.372)", and "Unless the Primary Rebel is a Governor (2.03), he is now "Marching on Rome." The Army of the Primary Rebel or Governor is an Active War until the Rebel is killed or achieves one of his Victory Conditions (1.12.1)". Changed "defeated" to "killed". Removed "After all cards have been played, discarded, or traded," to fit new text. Changed "Victorious Commander" to "Commander who gained a Land Victory in this turn (including a Senate Victory)". Changed "and" to "(i.e." and added "and return to Rome)".

pg 18 1.11.31 added "Legions that do not follow the Rebel Senator return to the Active Forces boxes." and changed "these die rolls" to "the first die roll". Added "that".

pg 18 1.11.32 Made several changes, including adding "Governors that join the Revolt keep their Provinces, but except for Veteran Legions owing allegiance to Senators, in the Basic Game, Garrisons of Rebel Governors are not available to (and do not require maintenance from) the Primary Rebel or the Senate." A logical extrapolation, imho. Also added "non-Garrison", "(to the Active Forces boxes if Victorious)", and "Secondary Rebels are no longer Proconsuls.". Removed "automatically" to fit new text.

pg 18 1.11.33 added "& Fleets" and "and Fleets" in blue. Added "(and all Garrisons of Rebel Governors in the Basic Game)". Also changed "or Fleets" to blue, since a Rebel will only have Fleets when using Advanced rules. Removed "and are therefore immune to Persuasion Attempts" to fit new text (and its unnecessary). Changed "disbanded" to "eliminated".

pg 18 1.11.34 Made several changes, including adding "In the Basic Game, a Governor in Revolt may not take any Provincial Spoils (1.06.13), and Rebel Provinces do not produce State Income (1.06.51).".

pg 18 1.11.35 changed "COMBAT" to "COMBAT REQUIREMENT", "the" to "each", added "in which there is a Rebel Marching on Rome", and changed "Rebel Senator" to "Primary Rebel".

pg 19 1.11.36 Many changes.

pg 19 1.11.37 changed "RESOLUTION" to "COMBAT RESOLUTION", "with" to "the", "Armies" to "Force", "Forces" to "of its units", and removed "on both sides". Changed "victorious" to "Rebel", "loses" to "losses", and "opposing" to "Senate". Changed "as well as" to "and" to fit new text.

pg 19 1.11.371 added "(round up)", "(i.e. the Revolt fails, 1.11.372)", "and Fleets" (in blue) and "Lower the Unrest Level by 1.". Changed "Spoils of War" to "Popularity, Influence, and ability to declare himself in Revolt". Removed "e.g.,". Removed "as".

pg 19 1.11.372 added "If the Primary Rebel is killed in battle (1.10.7) or through a Mortality Chit draw (1.05.21), the Revolt has failed. When a Revolt fails, all Secondary Rebels are killed and any surviving Rebel Forces are returned to Senate control (i.e. place them in the Active Forces boxes)."

pg 19 1.11.373 added ", unless the Primary Rebel dies in this battle (1.10.7 and 1.11.372)," and changed "Army" to "Force". Removed a comma.

pg 19 1.12.1 removed all of 1.12.1 "Game End" because it was superfluous. For example, Victory Conditions are not checked at the end of the Revolution Phase (a game can never end at that point). Renumbered 1.12.1-4 throughout the rules.

pg 19 1.12.2/1 removed "Victory Conditions are" and changed "In all cases" to "In all cases except number 5". Added ", non-Captive". Added "A" and "wins if the Senate fails to attack his Army in a Combat Phase (1.11.35) or if he" and "without dying in that battle (1.10.7)". Also added "If combined Faction Influence is tied, break the tie in favor of the non-Rebel Senator with the highest individual Influence in the tied Factions. If still tied, the tied Faction with the highest current total of votes (1.09.141, not counting Talents) wins." and yes I just completely made all that up, because a game as long as this should not end in a tie that easily, imho (not that it is easy really). Also clarified #3 and #4. A CfL cannot be a rebel, per the change to 1.09.823.

pg 19 1.12.3/2 removed "(1.10)" and added "A Civil War is an Active War unless a Rebel has met one of his Victory Conditions (I or II from 1.12.1)." The 'met his VC' approach makes the Rebel taking over the prior-Senate's army to fight the final battles (if needed) make much more sense.

pg 19 1.12.4/3 changed "Should Rome be" to "If Rome is" to fit new text. Also added ", if any (i.e. if the Rebel won a Senate Defeat battle", "one of", "(1.12.1 #5)", "A Civil War counts as an Active War unless a Rebel has achieved one of his Victory Conditions (I or II from 1.12.1)." and "If the Rebel dies (1.10.7) or is captured in the last necessary battle, his faction may still win the Game (the Revolt is over, so it cannot fail due to the death of the Primary Rebel at this time). However, if he dies or is captured, he may not prosecute any more battles.", changed "he also loses" to "all players lose", and changed "wins" to "gains a Victory in". Removed "the Game" to fit new text. Changed "Italy" to "the Active Forces boxes,". Changed "Victory Conditions trigger occurs" to "Victory Condition is triggered". Removed "(". Added "he is unable to bring the number of active wars to fewer than 4 because".

pg 20 2.01.3 added ", except during a vote,".

pg 20 2.01.7 added ", gets a Major marker,".

pg 20 2.01.8 changed "vote" to "of votes cast".

pg 21 2.02.414 removed "the" due to font differences.

pg 21 2.03.1 changed "Forces" to "Wars".

pg 22 2.03.6 changed "disbanded" to "eliminated".

pg 23 2.04.1 changed "Popularity" to "Oratory".

pg 23 2.04.2 changed "1.11.3" to "1.11.1" and "returned to" to "placed in". Added "(not the available Force Pool)". Added "When a Senator who holds the Allegiance marker of any disbanded Legion dies, his disbanded Legions are placed in the available Force Pool and lose their Veteran Status.".

pg 23 2.04.3 added "or Dictator" and "from the Bank". Changed "regain" to "retain".

pg 23 2.05.1 removed quotes around Trials and removed "both" due to font differences.

pg 24 2.06.3 added "However, the law goes into effect before the Influence is awarded." (from post by John Rodriguez)

pg 24 2.06.4 added "unless he has only Law cards".

pg 24 3.01.4 reformatted the three lists in 3.01.4, 3.02.2, and 3.03.2. There are numerous other reformatting changes (and a few new commas) throughout the document, either to fix existing (usually very minor) problems or make room for new text.

pg 25 3.03.2 added "Add the Middle Republic Statesmen cards Marius [27A] and Sulla [1C]" (for historical reasons, see <http://spotlightongames.com/background/rortime.html>) and removed "Republic" to make room for new text.

pg 27 4.05.33 changed "a clearly" to "the" due to font differences. Also changed "disband" to "eliminate".

pg 29 Point 14 removed "/Removal"

pg 36 Bank added "or available Force Pool".

pg 36 Era Ends Card changed "Fame" to "Game".

pg 36 Faction Treasury changed "on" to "in" and "Card" to "boxes".

pg 36 Forum added "The spaces for Active Wars, Unprosecuted War, Imminent Wars, and Inactive Wars are also part of the Forum."

pg 39 added a 2nd Living Rules Editor

Finally, I have not studied the Solitaire and Two Player Rules, or the Advanced Game except 2.01 and 2.04, so there could well be opportunities for improvement in those sections. All suggestions for improvements are welcome.

Alan E. Richbourg, April 30, 2018