

Republic of Rome Errata Ver 1.05

RULE ERRATA

- 1.06.6 RETURNING GOVERNORS:** The Governor returns when the dial moves off the “1”, not 3. (1.09.51) describes this correctly.
- 1.07.2 INITIATIVE SEQUENCE:** The “(one or the other)” blurb at the end of the second to last sentence should be removed/ignored.
- 1.07.32 CONCESSIONS:** Two sentences should be placed in the middle of the paragraph: “*Generating revenue on a Concession reveals that concession’s corrupt bar listed on the card. This indicates that the Senator is liable to a Minor Prosecution during the next Senate Phase.*”
- 1.07.41 PERSUASION ATTEMPT RESOLUTION:** The correct wording to the 4th and 5th sentences is: “*If the roll is **less than or equal** to the Base number, the Persuasion Attempt succeeds and the target Senator joins the Faction of the Senator making the Persuasion Attempt. If the original (unmodified) roll is equal to or greater than 10 or if the modified roll is **greater** than the Base Number the Persuasion Attempt fails...*” Note that the example is correct.
- 1.07.5 KNIGHTS:** Players may spend as much as they would like on a single Knight (you are not limited to 5 Talents).
- 1.09.144 LOSS OF INFLUENCE:** The first sentence should read: “... he may choose to lose Influence (down to a minimum of 0) **OR** he may step down as Presiding Magistrate.” The “or” was left out.
- 2.01.31 PRIEST INFLUENCE:** A Priest increases the Senator’s Influence by +1 not -1.
- 3.04.1 EXTENDED SCENARIO:** The last sentence should read: Setup should be done for the first deck only according to the starting Scenario for that deck - except that the placement of the Era Ends card should be done by using the Era Ends placement rule for the ending deck.
For example: *If doing the Extended Scenario from the Mid to Late scenarios then you will follow all the steps in The Middle Republic Scenario (3.02) except for step “3.02.2 G”. You will instead use step “3.03.2H” from the Late Republic Scenario to place the Era Ends card.*

INDEX AND GLOSSARY:

Forum: Should read - “The 12 space location on the board...”

HRAO: Rome Consul should be listed between Dictator and Field Consul.

BOARD ERRATA

- POPULATION TABLE:** The last row in the table should read “< 0” instead of “≤ 0”
- COMBAT RESULTS TABLE:** The first “*” should read “*Combat Result = Strength Difference + 3d6 roll” (not 2d6)
- RANDOM EVENTS TABLE:** “Pretender” Event should be “Pretender Emerges” event.
- GAMES TABLE:** Blood Fest should cost 13 not 11.
- LAND BILL TABLE:** Landbill Type II should adjust the unrest level by -2 not -1.

CHEAT SHEET ERRATA

(The below errors are corrected in the latest posted Cheat Sheet)

- III.2. d. You may sponsor games **and/or** change faction leadership. **You may do both.**
- V. Chart. Deploy/Recall: **The only restriction for deployment is that the FC must be sent out first.**
- VII.3 (omission) At the end of the turn players must discard down to 5 cards

CARD ERRATA

- 022 - ACILIUS:** There is no matching Statesmen for Acilius. The []’s should be removed.
- 122 - 2nd CILICIAN PIRATES:** Victory creates the Province of Creta et Cyrenaica. (error left over from the 1st edition)
- 125 - C. JULIUS CAESAR:** The Popularity and Influence got switched. JC’s Popularity should be 2 and his Influence 5.
- 158 - VATINIAN LAW:** Additional text that could not fit onto the card was left out of the rules:

During the Revenue Phase, a Province controlled by a Legate is treated exactly the same as if that Governor was present. Governors may not move between their Province(s) and the Senate. Corrupt Governors using Legates are eligible for a Minor Prosecution for each Province in which Provincial Spoils was taken and may be only be Prosecuted the turn they take it (while in Rome). There is no marker for Governors that are ruling via Legates - it is suggested that you place a Negative Number chit on the Province to indicate that the Governor is not present.

Provincial Wars Advanced Rule (2.02): If a Governor is not physically present in a province, he may not add his Military rating to a battle.

Rebel Governor Advanced Rule (2.03): If the Governor of more than one Province Rebels, he must pick the current Province he is in. The remaining Provinces return to the Forum.

- 163-1, 163-2 - BARBARIAN RAIDS:** the “>” symbols should be “≥” So a result of ≥ 15 is required to avoid being Overrun for Barbarian Raids and a result of ≥ 17 is required to avoid being Overrun for the Barbarian Raids Increase.
- 175-1, 175-2 - REFUGE:** The first sentence for both sides should read: “The next Enemy Leader that would be permanently discarded or placed in the Curia by a Victory will instead be given Refuge by the next War card drawn.”. The Refuge Leader still activates and increases the Strength of Matching Wars. Refuge Leaders are placed in the Curia, or discarded if no Matching Wars remain, when those activated Wars are defeated.
- CILICIA ET CYPRUS Province:** The values for the Undeveloped (yellow) side should be Fleets 0 - 3; Armies 0 ; Governor term 1 - 3.