

## Sword of Rome Clarifications/Errata - 09/16/04

### Rules

2.2 Add the following sentence to the end of the Connections paragraph. “The rough connection from the Transalpine Gauls holding box to the map is a one way connection. It is not possible to move units from the map to the holding box.”

5.10.3 Add the following sentence to this paragraph. “Once removed from the game a player cannot return.”

7.1.2 Change the paragraph to read as follows: “Neutral Power Activates events may be played to activate a non-player power (16.1.1) either instead or in addition to a normal card play. If both non-player and player actions are taken, either card may be played first. It is possible to play multiple Neutral Power Activates events in a single Action Phase provided there are two or more neutral powers available for activation.”

7.3.2 Add the following bullet

“You may always remove your own support regardless of any garrison that may be present.”

7.3.3 Change the first sentence in the play note to read: “Thus a garrison of CU protects PC markers and loyalty against removal by other players.”

7.4.1 Change the first sentence to read as follows: “Immediately before any player starts an action phase, including their own action phase.”

8.3 Change the last sentence to read as follows: “, he may add or reposition any/all of his minor leaders to any spaces already containing his CU.”

Add the following rule:

9.5.8 Coordinated Attacks and Allied Armies

Allied armies can coordinate attacks with each other as the flanking army is not placed in the battle site, which would violate 16.2, but is instead placed adjacent to the battle site. A player may play a campaign card to sortie, 13.4.1, and then activate an allied army as a flanking force to aid the battle.

10.2 Change the 3<sup>rd</sup> bullet to read “Into a space containing non-moving allied or enemy CU.”

10.3 Add the following bullet to the list. “You may intercept with just a portion of your army. You must declare which general and how many CU will make the attempt. Regardless of how many subordinates an army has, only one interception can initiate from each space.”

12.3 Add the following paragraph to this rule.

“EXCEPTION: 1 CU forces only hit on a 6 and 2 CU forces only hit on a 5 or a 6.

EXAMPLE: A Roman minor leader with 4 CU attacks a Gallic minor leader with 1 CU in Sena Gallicia. The Roman player receives +9 for force ratio and the Gallic player receives +1 for fighting in friendly territory. The Roman player rolls 3 3 4 + 9 = 19, the Gallic player rolls 4 5 6 +1 = 16. The Roman player inflicts 1 CU loss, for the 4 he rolled, the Gallic player also inflicts 1 CU loss for the 6 he rolled. The 4 or 5 do not inflict any losses as 1 CU forces only hit on a 6.”

12.4.4 Delete the first bullet. You can always retreat through enemy cities at the cost of 1 CU. This bullet was trying to say that CU inside an enemy city do not contribute additional CU losses when retreating through the space. However 12.4.5 says the same thing in a much clearer way.

Renumber the current 13.1.2 to 13.1.3 and add the following rule:

13.1.2 Combat

If an army wins a battle in an unbesieged enemy walled city space, place a level 0 siege marker before determining the political consequences of the victory.

16.1 Change the list at the end of the 3<sup>rd</sup> bullet to read:

Transalpine Gauls - not the Gallic player or allied with the Gallic player

Volsi - not the Roman player or allied with the Roman player

Carthaginians - not the Greek player or allied with the Greek player

## Cards

Desperate Times - See the rule clarification for 7.4.1

Roman #12 Appian Way - The Appian Way reduces the cost to move from Rome to Antium, or any space in between, to 1 MP. But this “special” movement is still governed by the rules regarding movement. Thus neutral PC markers and cities will not prevent movement, since they don't during a regular move, but enemy CU will, unless overrun or they hide inside a city, since you would have to stop and battle. Thus an enemy army in Antium would effectively cut the road in half and prevent any movement or interception from Roma to Capua.

Gallic #9 Too Far From Home - This event prevents any CU from the enemy army entering the walled city during your entire Action Phase. It does not have to be played the instance you enter the space. You can wait until your opponent announces his intention to withdraw into the city. The event can also be played if the enemy army stands and fights. In either case, play of this event would also prevent any enemy survivors from the battle retreating into the city.