

FALL OF ROME

Clarifications and Errata

(1 Sept 1973)

From S&T 40

Unfortunately, there are a great number of errors in the *Fall of Rome* rules. This occurred because of the radically new nature of the game-system and because we didn't have sufficient time to give the game-system a thorough check out. We apologize for any confusion we've caused you.

[3.2] (*Superfluity*): There is no Terrain Effects Chart. The Movement Point cost of entering a particular Area is printed on the mapsheet.

[3.21] (*Clarification*): "Barbarian Regulars" and "Barbarian Levies" are the same.

[3.4] (*Correction*): The definition of Barbarians refers to all Levies, Militia and Raiding Parties of all *six* types of Barbarians (German, Scythian, Taurican, Dacian, Pictish, and Hun Barbarians).

[4.2](B) (*Omission*): Persian Movement is #9 of Phase B, Non-Roman and Non-Loyal Roman Movement Phase.

[4.2](J) (*Clarification*): Militia units are never affected by the Barbarian Attrition Phase nor are Barbarian Regular or Levy units if in their Home Province.

[5.45] (*Clarification*): Independent State Regulars must first move upon the smallest concentration of loyal Romans in their Home Province. Barbarian Regulars, if they have not left their Home Province (for a calculated "richest province"), must move upon the smallest concentration of loyal Romans in their Home Province.

[5.62] (*Clarification*): The Procedure is repeated for each Area moved into until the Barbarian force encounters a hostile force or a die roll of "1" or "2" comes up, whichever is first.

[5.63] (*Omission*): If a Raiding Party gains Control of its objective, it must leave a garrison equal to the Victory Point total of the Province and select a new raiding objective. If it does not have enough Strength to maintain a garrison, it does not leave its target once it arrives there.

[5.64] (*Clarification*): Barbarians never have to garrison their Home Provinces,

nor do they have to garrison (or Control) any Province they pass through on the way to their "richest province" target. If on the way they incidentally control a Province, this helps them in that they will not suffer from Barbarian Attrition while in that Province. Barbarian Forces must garrison conquered target Provinces with a number of Strength Points equal to the Province's Victory Point total. If they do not have enough Strength to maintain a garrison, they do not leave for a new target.

[5.65] (*Change*): The Barbarian Regular "Richest Province" calculation is based on the nearest, richest *Roman-controlled* Province.

[5.65] (*Correction*): The sentence "It is judged each Game-Turn for each group" is incorrect. The "target" Province for a group is only changed if two groups with two differing destinations merge into one combined force. After such a merger takes place a new "target" Province should be determined for the entire group based on the group's current position on the map.

[5.72] (*Clarification*): If the Persians manage to Control Persia, Mesopotamia, Armenia, Syria, and Asia, they do nothing but wait and grow rich. Of course, they must attempt to deal with all enemy incursions into their territory.

[5.74] (*Change*): Persian Regulars may enter any Province in their usual priority of conquering (Mesopotamia, Armenia, Syria, Asia). They are *not* restricted by their beginning Strength vs. Militia Point value.

[5.83] (*Clarification*): Independent States always have Active Militia for their Home Province and any Provinces they Control. Persians always have Active Militia for Persia, and any Province they Control, and such Provinces as the Scenario lists to be equipped with Active Militia. All other militia (Roman or Barbarian) are active per the Scenario only.

[5.91] (*Correction*): Independent State Units, after clearing their home Province of all hostile forces, must move into the lowest Militia Strength Point value Roman or *Persian* controlled Province adjacent to their home Province not already controlled by units of that Independent State and attempt to gain control of that Province.

[6.31] (*Clarification*): Two or more undestroyed Barbarian forces in the same Area might all attack (in separate attacks) loyal Romans in the Area. This is done during the Non-Roman and Non-Loyal Roman Combat Phase.

[6.33] (*Clarification*): Non-Romans fight other non-Romans immediately upon contact within the same Area (i.e. during a Movement Phase). It would be possible for one force of Barbarians to attack twice in one Game-Turn; when they halted Movement because of a hostile non-Roman or non-loyal Roman force (they would attack the smallest hostile force in the Area from this group) and then to fight again (with the Loyal Romans) during their Combat Phase.

[6.34] (*Clarification*): Barbarians may only attack Loyal Roman forces during the Non-Roman and Non-Loyal Roman Combat (Phase C of the Sequence-of-Play). Any fighting among hostile Non-Loyal Roman forces occurs during Movement.

[6.38] (*Clarification*): Non-Roman units that begin their Movement Phase in an area with other hostile non-Roman units may combine with units of the same nationality which enter that area during the Movement Phase. This combined force must attack the hostile force sharing the area. The original units which began in that area may be used to attack the hostile force in such a situation.

[7.0] (*Superfluity*): The last sentence of the Procedure ("if any hostile force....increase their garrison...") is misleading. The Romans will be aided by a Province's Militia if that Province had active Militia per the Scenario. [Remember that Militia will never help Barbarians who have conquered them; only Romans, Persians, and Independent States can "win over" Active Militia.] If a hostile force moves into a Roman Province with Active Militia (undestroyed), then the mere existence of that militia means the Province remains in Roman Control. If all the militia is eliminated, then when a Barbarian force moves into the Province, the Romans must immediately (on that Game-Turn) move in Strength equal to one-third of the largest hostile force in the Province in order to *retain* Control. Once they *lost* Control, the Romans will have to move in Strength Points greater than the largest hostile (non-Rebellious Legion) force in the Province in order to re-exert Control.

[7.11](B) (*Clarification*): For Control, the Barbarians must have superiority of Strength Points over the largest hostile force *except* Rebellious Roman Legions. Rebellious Legions do not affect Barbarian Control.

[7.11](D) (*Change*): The Persians do *not* have to observe sub-case D (Strength Points equal to the Province's Victory Point total) in order to control a Province. Only sub-cases A, B, and C must be observed.

[8.21] (*Clarification*): "Any smaller group" should read "any group of one-half or fewer Strength Points of loyal Roman legions." This means that any group of rebellious Roman Legions will "take along with them" a group equal to half or fewer of the Rebel's Strength. If the loyalist group they encounter is greater than half, the Rebels must stop and they may proceed to Rome on the following Game-Turn. The Rebels will never attack Loyal forces. However, Loyal forces may attack Rebels.

[8.22] (*Clarification*): If the Rebellious legions *which have reached Rome* are, or become, the largest group of Legions (loyal or rebellious) in any given area on the entire map, then effects *a* and *b*, as stated in this case, take place. This refers to the rebellious legions only after they reach Rome – not during their march back to Rome.

[8.3] (*Clarification*): Rule [8.22] is also applicable if the rebelling Legions which have reached Byzantium are, or become, the largest group of legions in any single area on the map. In such a case, all rebelling Legions in Thracia-B (Byzantium) become loyal again and 33 Tax credits are deducted from the Roman Treasury. If, after 390 A.D. Thracia becomes an Independent State, Legions which rebel east of Thracia-Aegyptus nevertheless march on Byzantium.

[8.4] (*Clarification*): If rebelling Legions are attacked by loyal Legions any combat result *except a no effect result* causes the rebellious Legion to become loyal again.

[8.5] (*Clarification*): Rebellious legions must stop only if they move into an Area occupied by loyal Legions whose total Combat Strength exceeds one half of the total Combat Strengths of the rebelling Legions. The rebellious Legions do not attack the loyal Legions although the loyal Legions may attack the rebellious Legions during the Loyal Roman Combat Phase. Rebellious Legions which

survive such an attack (or if not attacked by the loyal Legions) must leave that area and continue the march on Rome in their next Movement Phase. While marching on Rome rebellious Legions may never attack any Non-Roman units. Non-Roman units which enter an area occupied by rebellious Legions must attack those legions if no other hostile force is present in that area.

[10.0] (*Clarification*): Loyal and Revolting Roman militia may be placed in any Area of the appropriate Province. They may *not* be placed anywhere on the map.

[10.32] (*Clarification*): Revolting Militia are not put down by the appearance of an equal number of Loyal Roman Strength Points; the only result is that the size of the revolt does not increase. A Militia Revolt (Internal Revolution) where there is *no* equal or greater number of Legions somewhere in the Province (regardless of which Area the Revolt occurs) will double in size each Game-Turn (in the 1st Phase of the Game-Turn) *until* the Militia reach the Militia Strength Point Value of the Province, *or* the Militia are destroyed in combat, *or* an equal number of Legions enter the Province (stabilizing the revolt). Therefore, a Militia Revolt of 2 Points in Aegyptus becomes 4 Points if not equalized; then 8 Points; then a maximum of 10 Points (the Militia value of Aegyptus). The presence of an equal number of Points during the Internal Revolution Phase keeps the Revolt from increasing. However, to end the revolt, the Militia must be destroyed by combat; and until they are destroyed, no Tax Credits are collected. Once the militia is destroyed, the Province is loyal again, and the militia is then active in favor of the Romans (assuming the Scenario made them active). Until the Revolt is put down, the militia will attack any loyal Romans in their Area. Revolting Militia are not mobile; only Loyal Roman Militia are mobile.

[10.8] (*Omission*): Non-loyal Romans do fight. Revolting Militia fight everyone except Rebellious Legions. Often a Barbarian force will enter an Area and destroy Revolting Militia, thereby doing the Romans' work for free. Rebellious Legions marching on Rome do not attack anyone. If they come upon an Area with *more* than half their number in Loyal Legions they must stop. Rebellious Legions that become Independent State Regular units fight by the Independent State Rules (see 11.32).

[11.34] (*Change*): To receive a unit, the Persian Player must pay *two* Tax Credits per Strength Point on the Game-Turn for replacement.

[11.34] (*Omission*): The Persian treasury cannot be captured.

[12.0] (*Clarification*): Regardless of the size of their respective Treasures, Roman and Persian forces may never exceed the Strength with which they began the Scenario.

[12.12] (*Omission*): The Province must be Roman-Controlled for the Roman Replacements to arrive.

[12.25] (*Clarification*): The last sentence of this case supercedes the first sentence, i.e., Persian replacements may move out of Persia to regain control of a previously Persian controlled Province even if they cannot reach the lost Province in a single Movement Phase.

[12.25] (*Clarification*): If Persian forces do not control Persia, no Persian Replacements may arrive.

[14.1] (*Omission*): Fractional losses due to combat are rounded up. For instance, ½ De for five Strength Points means three Points are lost. ½ De for one Strength Point means *one* Point is lost.

[15.0] (*Clarification*): See the Mapsheet for Period Chart.

[16.0] (*Clarification*): The omission of Hun Barbarians on the Barbarian Creation Table is not an error. Hun Barbarians only enter as directed by the Scenarios.

[16.1] (*Omission*): Barbarians cannot be raised if their Home Province is controlled by anyone save themselves. If control is contested (say, Scythians and Romans fighting for Dacia), than Barbarians may be raised.

[16.2] (*Clarification*): Barbarian Regulars and Barbarian Levies are the same.

[17.2] (*Clarification*): The omission of Germania on the Internal Revolution Results Table is not an error. There is never an internal revolt in Germania. A die roll of two results in four Revolting Militia Strength Points in Illyria (not six).

[17.32] (*Clarification*): In Time Period G Internal revolts may occur in Provinces which are not controlled by the Romans. Such revolting militia are hostile toward

all other forces. If such a revolt takes place in a Persian controlled or Independent State controlled or Home Province, the Persian or Independent State regular units are obligated to move to the Province and eliminate the revolting militia.

[19.0] (*Clarification*): A designation of "B" or "L" means the same: Barbarian Regular forces.

[19.1] (*Correction*): Add Active Militia in Britannia and Taurica.

[19.2] (*Omission*): Add Graecia to the list of Roman-controlled Provinces for Scenario Two, 247 A.D.

[19.5] (*Clarification*): In the Roman controlled Provinces all militia is active at full printed strength.

[19.5] (*Clarification*): On Game-Turn Five, Hun arrival, the Huns will be unable to move as they will have to engage the Active Scythian Militia (unless Scythia has been conquered by a hostile Barbarian force).

MAP (*Clarification*): Asia-A and Thracia-B are adjacent.

COMBAT RESULTS TABLE (*Change*):
The results for a 6-1 Attack should read:
die roll of 6 is a "De" result.