

# ***ROME, Inc.***

Addenda as of Jun. 1st, 2025

## **The Rules:**

**Section 5.3 Rebels (clarifications):** A Rebel Emperor is both a Rebel (see Case 5.3.3) and an Emperor (see Case 5.3.4). Rebel Emperors may annex Provinces and Fight Wars but cannot collect Taxes from Rebel Provinces, Rebel Emperors may collect Gold from Triumphs and may spend Gold from their Treasury to Build and Transfer Units, Pay for Bread and Circuses, and Pay Tribute for Losses.

You can have two Rebel Emperors. In the War Phase they must fight a Civil War as stated in Case 5.1.1. Since Rebel Emperors are Emperors they must fight each other. Decide before rolling the Civil War 3D6 who will be the Emperor and who will be the Rebel for adding and subtracting modifiers and determining who wins. A Rebel Victory or Rebel Defeat will kill one and make the other the Sole Emperor. A Draw will drag it out for another turn.

**5.1.3 (clarification):** Remove the Viceroy counter if the Sole Emperor Abdicates or dies from Mortality or a Disaster, but not if he is killed by an Assassin or Rebel, who becomes the new Sole Emperor (Section 8.2).

## **The Scenarios:**

**363 CE (correction):** The Eastern Empire has 90 Pay in this scenario, not 92.

**425 CE (correction):** The Barracks Box "6x Pseudo Legions/Forts" should read "2x Pseudo Legions/Forts"

**497 CE (correction):** The Barracks Box "7x Pseudo Legions/Forts" should read "3x Pseudo Legions/Forts"

**565 CE (correction):** The note "eight Pseudo Legions/Forts have been removed from play" should read "four Pseudo Legions/Forts have been removed from play."