

# ROMA VICTRIX

*Official Clarifications as of 9/15/25*

## Rulebook

**3.85: Minor Powers:** Change to “Minor Powers include Barbarian Allies, Client States, and Neutral Minor States. Minor Powers do not collect Revenue or expend Revenue Points to pay for the creation and rebuilding of new units or the maintenance of existing units. Land and Naval units belonging to a Minor Power are never considered to be unsupplied or isolated when located inside their home Province(s). The Capital City of a friendly or allied Minor Power acts as a supply source for friendly and allied Land and Naval units tracing a Supply Path when checking for Isolation (Case [8.4]) and Attrition (Case [4.2]).”

### **3.9:**

**Ally**, replace “An Ally is successfully activated if the Major Power Player rolls a 1d6 and the die-roll result is less than or equal to the Command Rating of the Supreme Leader belonging to the Major Power Player.” with “For Barbarian Ally activation, see 11.13.”

**Client State:** Replace “A Client State is successfully activated if the Major Power Player rolls a 1d6 and the die-roll result is less than or equal to the Command Rating of the Supreme Leader belonging to the Major Power Player.” with “For Client State activation, see 11.23.”

**Revenue**, replace 2nd sentence with “The amount collected is based on the Revenue Value of those Provinces directly controlled and occupied by the Active Major Power (not Provinces controlled by Allies and/or Client States).”

**Supply Path**, replace with: “A Supply Path consists of any number of non-hostile or friendly controlled Provinces located between a Land or Naval unit belonging to a Major Power, Client State, or Barbarian Ally and the Major Power’s Capital City or any other friendly Capital City.”

A Supply Path may be of any length.

A Supply Path **may not** be traced through a hostile or Neutral Province or any Province of Barbaricum. A Supply Path **may** be traced through a Sea Area as long as:

(1) There are no enemy Fleet units present in any Coastal Province adjacent to a Sea Area through which the Supply Path is being traced.

(2) There is at least one friendly Fleet unit present in a Coastal Province adjacent to the Sea Area through which the Supply Path is being traced, when an enemy Fleet unit is also present in any Coastal Province adjacent to that same Sea Area through which the Supply Path is being traced.

A Supply Path may not be traced through a Sea Area when there is an enemy Fleet unit present in a Coastal Province adjacent to the Sea Area through which the Supply Path is being traced, and there is no friendly Fleet unit present in any Coastal Province adjacent to that same Sea Area.”

**4.2:** Add, “Note: A single unit is only subject to an Attrition loss if the table result rolled is greater than or equal to 50%. All other results have no effect.”

**4.2.C:** At the end of the Supply and Maintenance Segment, add “Note: While rare, it is possible that a player could be short on funds in the Attrition Phase, gain their full income for the turn, and then still be unable to cover all of their maintenance costs. If this is the case, a separate Special Attrition Check must be resolved per the rules in 4.2.B for affected units at the end of the Supply and Maintenance Segment of the Joint Economic Phase.”

**5.3:** Step 11d should be modified to include the following as Item 6: “A retreating force may not enter any Province belonging to a Neutral Major or Minor Power, nor any Province of Barbaricum.”

**8.4:** Replace with: “Land and Naval units which are unable to trace a Supply Path (see 3.9) are deemed to be isolated and must roll 1d6 for Attrition (See Case 4.2). Barbarian Infantry and Cavalry units are never considered to be isolated. (Players may use Optional Rule [8.23] for isolated Roman Land and Naval units).”

**9.12:** Replace “c.” entry with “Supreme Leaders belonging to an Active Major Power may create, rebuild, and replace all unit types, while Non-Supreme Leaders may only create, rebuild, and replace Auxilia and Fleet units.”

**11.17: Barbarian Ally Supply Path And Isolation:** Add “Land and Naval units belonging to a Barbarian Ally are never considered to be unsupplied or isolated (i.e. they live off the land).”

**11.27: Client State Supply Path and Isolation:** Add “When operating outside of their home Province(s), Land and Naval units belonging to a Client State must be able to trace a

Supply Path back to the Province in which their Capital City is located. Land and Naval units belonging to a Client State are never considered to be unsupplied or isolated when located inside their home Province(s).”

**16.16:** Add “Note: As they begin play neutral (inactive), the non-Roman Major Powers do not get their Recruitment Phase until they have been invaded.”

**17.2: Capital Cities:** Change to “This option provides Players with expanded options for the use of Capital City markers. Each Scenario lists the Major and Minor Powers for the Scenario and the Provinces controlled by each of those Powers. The Provinces in which the Capital Cities of Major and Minor Powers are located are printed in red type. All Capital Cities have a Revenue Value of 5 and function as a supply source for friendly and allied Land and Naval units tracing a Supply Path when checking for Isolation (Case [8.4]) and Attrition (Case [4.2]). Unless otherwise specified, Capital City markers function as described in Case [3.53].”

## Scenario Book

**General Note Regarding Collapse & Surrender:** In all Scenarios, in the case of Roman Major Powers (unless otherwise specified), Roman Land and Naval units are frozen in place and may be picked up by another Roman Major Power and replaced with units of that Major Power's color counter mix. The intent here is to illustrate the fact that, considering other possible unsavory alternatives, Roman units would willingly fight for any Roman Leader or General was willing and able to pay them.

In the case of a collapsed Major Power's Treasury, the Treasury located in that Major Power's Capital City may be appropriated according to Case [10.34] with the following clarification: The remaining half of a collapsed Major Power's Treasury disappears. Remaining Event Cards belonging to a collapsed Major Power are discarded.

When a Non-Roman Major Power no longer has an eligible Supreme Leader, the immediate effect of not having a Supreme Leader is that the affected Player may no longer create or replace Land and Naval units that he might have otherwise been able to. New Land and Naval units may now only be created and replaced in the Province containing that Major Power's Capital City. If the Major Power is left with no other Leaders at all, the affected Player loses the ability to move his remaining Land and Naval units at all, thus these units are frozen in place.

Once this point is reached, the collapse may be treated as the surrender of that Major Power (and probably should be unless the defeated Player simply wants to hang on until the

bitter end). The collapsed Major Power's Land and Naval units are frozen in place, but may NOT be picked up and replaced by any other Major Power. The Player who caused the collapse of that Major Power may continue to attack and "mop up" the remaining forces of the defeated Major, seizing and occupying its remaining Provinces.

If the defeated Major Power no longer has any remaining Leaders, the victorious Player could simply withdraw his forces since he would have nothing to fear from the collapsed (and immobilized) Major Power. On the other hand, this would be low hanging fruit for any other Player to move in and acquire additional Provinces and Revenue if he has the ability to do so.

## **SCENARIO 15 - Special Rules**

### **Western Roman Empire**

, 4, and 5 Player Scenarios, the Western Roman Empire controls the Visigoths as a Barbarian Minor Ally.

### **Aëtius and Bonifacius**

Aëtius was the commander in chief of the Western Roman armies in Gallia. Aëtius and Bonifacius were rival and mortal enemies. Aëtius may only attack Provinces controlled by the Western Roman Empire. Western Roman Empire forces may attack any Province controlled by forces under the command of Aëtius. Once the Vandals launch an attack, all restrictions are lifted. If Aëtius is eliminated, all of his forces pass to the control of the Western Roman Empire. Aëtius has no successor.

## Cards

**Frontier War:** The duration of this card is one Game-Turn. The player **does not** gain control of the neutral power for the rest of the game.

## Notes On Counter Usage:

An Ally or Client State always uses units from the same color counter mix as the Major Power that controls that Ally or Client State.

Garrison Markers are essentially "control markers", thus a Garrison Marker should be placed in any Province conquered and occupied by the Major Power, its Allies or Client States.

A Client / Ally Marker is placed in the Capital Province of the Ally or Client State and in any Province conquered by that Ally or Client State. *(Note that most Client States and Allies are comprised of only one Province, thus that Province would logically be the Capital Province).*