

## Time of Crisis – Clarifications and **Errata**

### Game components.

- There should only be one Two-Player and one Three-Player Crisis Table cards. The extra copies can be discarded.

### Rules

- **4. Definitions**

Add the following sentence to the definition of Army: “Note: In barbarian homeland regions only, inactive barbarians are not part of the barbarian army and are ignored for the purposes of combat.”

- **6.3.1 Add Legion to Army**

Replace the first sentence in the section with: "Select an army with a General you command located in a province you govern."

- **6.3.2 Place Governor**

Replace the first sentence in the section with: "You may replace the Governor of a province by gaining enough votes in the Senate. You must currently have a Governor in your Available Leaders box. You may not replace the Governor of province in which you have already performed the Recall Governor action this turn, or that contains a Breakaway or Seat of Power marker."

- **6.3.3 Place Militia**

Add the following sentence before the last sentence in the section: “Militia not stacked with a General are treated as an army for all purposes, commanded by the current Governor of the province.”

- **6.3.3 Build an Improvement**

Replace the second sentence in the section with: “The selected province cannot contain a Mob, active Barbarians, Rival Emperor, or armies command by other players in the provincial capital.”

- **6.4 Support Check**

Modify the first bullet to read: “Reduce the support level of all your governed provinces containing at least one active non-Foederati Barbarian, a Rival Emperor and/or an enemy army in the provincial capital by one.”

Modify the second bullet to read: “If you are Emperor and there is an opposing Pretender and/or Rival Emperor on the map, reduce the support of Italia by one.

- **8.3 Retreat**

Delete the word “still” from the last sentence in the section.

FAQ

- Do Rival Emperors or barbarians reduce the support of neutral provinces?
  - No -- The only time support is reduced in a province is as directed at the end of the province's Governor's player turn. So, for example, a Rival Emperor only reduces support of the province it's in at the end of the Governor's turn, and only reduces support of Italia at the end of the the Emperor's turn. Since neutral Governors/Emperors don't get turns, neutral provinces' support is never reduced.
  
- Are barbarians in a player's army effected by Bad Auguries?
  - Yes. Once a barbarian joins a player's army it is treated like a Roman legion.
  
- Does the Basilica improvement bonus apply to a Place Governor action initiated by the Praetorian Guard event?
  - Yes.
  
- When playing with two players what do you do with the events that bring on Sassanid leaders?
  - Just go ahead and follow the event as normal. Since the Sassanids will never be activated it is the same as ignoring the event, but in this way you don't have to remember to ignore the event.