The Age of Iron and Rust – Clarifications and **Errata**

**Game components.**

- Four AI charts are included as a convenience so each human player can have access to the Influence Card Reference on the back.
- The large cylinders included with the game are not needed. GMT is reusing some components from another game and it was cheaper for them to just include the entire package rather than open them up and remove the large cylinders.

**Rules**

- **2.1.1 Option 1 - Fixed Setup and 2.1.2 Option 2 - Variable Setup**
  The illustrations in these two sections erroneously depict the original Damnatio Memoriae card from the base game. They should show the new Damnatio Memoriae cards provided in the expansion, but this otherwise has no effect on play.

- **3.3.3 Military Emperor - Gain Legacy**
  Amend the paragraph after the note as follows: 
  “During the Gain Legacy phase of your turn, you must subtract Legacy equal to the number of Pretender provinces. The amount subtracted cannot be greater than **HALF of** the total amount of Legacy you gained through winning battles during your just-completed turn. **Note that this means that the amount you can lose to Pretenders is capped at your total Emperor bonus for the turn.** (This replaces the second bullet in the base game rules, section 6.6 Gain Legacy, ‘If you are the Emperor.’)”

- **4.5.1 Determine Available Influence and Events**
  Add the following item under the 4th bullet as the third entry, immediately after the “If the Ludi Saeculares marker..” entry: 
  “If a Demagogue event was played in the previous round the secondary influence for the AI is reduced by two columns, but not past the initial 0 cost column. **Example: At the start of Thrax’s turn, Military is his primary influence and Senate is his secondary influence which is in the 8 cost column. Instead of having 6 Senate influence and 3 value event, he would instead have only 4 senate influence and 2 value event.**”

- **AI Action Priority List, Definition of Troubled Province box**
  Amend the definition of a Troubled Province as follows: 
  “A province that would lose support at the end of the active AI’s turn, i.e. a province that contains active barbarians, a Rival Emperor, and/or an enemy Roman army in the capital; or Italia if a Rival Emperor is on the board and the active AI is Emperor.”