SPQR 4th Edition

Errata & Clarifications

January 2020

Rules

General: Replace "two-hex" with "Phalanx" throughout

4.33 2nd sentence: Delete "to an Infantry/Cavalry Line"

4.35 Clarification: The leader with a Command Restriction cannot affect any other type of unit in any way (e. g. enable Shock).

4.52 Add: The above restrictions on Tribunes do not apply for purposes of 7.33. A Tribune may enable Shock for any Legion unit. Similarly, a Praefect Sociorum may enable Shock for any Ala unit but not Legion units.

4.54 Change last sentence to: Tribunes and Praefects Sociorum can only command infantry units while Praefects Equitum can only command cavalry units. These leaders cannot affect the other type of unit in any way (e. g. enable Shock).

4.72: Change1st sentence to: "The instant an enemy combat unit moves adjacent by any means (6.0, 8.5, 8.6, etc.) to a friendly leader that is not already in an enemy ZOC, that friendly leader may immediately withdraw from one to three hexes, player's choice, away from the enemy unit."

Change 3rd sentence to: "The leader may withdraw whether he is alone in a hex or stacked with a friendly combat unit, but not if stacked with a Leader Elephant."

4.83 Add after the 1st sentence: **"**However**,** he Leader Elephant's Type may not be used in Shock determination when defending with other combat units."

5.24 Missing word: "… it may not move and/or **fire** more than once …"

6.56 Example of Withdrawal: Ignore any Cohesion Hit references to the Velites; they are exempt when approached from the flank.

6.63 Example #2: Replace last sentence with: *"However, stopping in any occupied hex other than one with a Velites of the same color, forces a TQ check for the stationary unit."*

6.66 Add at the end of the case: "A move to hex adjacent to enemy unit does not trigger Entry reaction fire unless it is through a Rear hex and as an exception to 7.32 no Shock marker is placed.

6.81 Change 2nd sentence to: "… but not by BI or SK unit types."

8.15 Bullet #5: Replace “moved or will move” with “moved or will move in the current Orders Phase”. This applies to withdrawal fire – 6.55.

8.47 Extended Shock Example: In the Leader Casualties section, delete the last sentence.

9.63 For stacked Roman units with different border colors, or of the same border color and different classes, there is a +1 DRM to all TQ checks. If the bottom unit routs, the +1 DRM applies to the top unit’s Rout TQ check (6.68).

10.13 Exception #2: Replace “two” with “two or more”

10.16: Add at the end: "A unit that has Cohesion Hits removed cannot move/fire in the same Orders Phase, and a unit that has moved or fired may not have hits removed."

10.22 Example:

- Velites Y should have a Missile No marker
- LI A name should be Thrace and should end its move facing in the direction it moved
- LI E name should be Thrace and should end its move facing in the direction it moved
- LC T name should be Macedon and should be faced to the vertex pointing to the bottom of the page

Scenario Book

All Line Command Eligibility Charts: Replace references to 4.24 with 4.32

Cannae

- Line Eligibility Chart: Replace reference to 6.58 with 6.8

Deluxe Scenario Pack

All Line Command Eligibility Charts: Replace references to 4.24 with 4.32

Heraclea

- Roman Initial Deployment, Hastati Line: Delete “AS XIV CE”

Great Plains

- Initial Deployments: The Romans face NE and the Carthaginians face SW.
- Matho is a Subordinate Commander to Syphax and treats Syphax has his OC. Matho cannot use Hasdrubal as an OC.
- Syphax’s Charisma rating can only be used with Numidian cavalry

Player Aid Card #1

Elephant Rampage Table

- Rampaging Elephants move 3 hexes not 2 hexes

Stacking Charts

- Rout/Retreat Movement, Roman LG/CO/HI, Same Color, Stopping In: “Add No penalty for stationary VE unit”
- Rout/Retreat Movement, Roman LG/CO/HI, Different Color, Moving Through: Replace text with “Allowed; 1 Cohesion Hit the stationary unit”

Player Aid Card #2

Cohesion Hits and TQ Charts

- Reaction Facing Change: Delete “2 for Phalanx units”