SPQR 4ᵗʰ Edition
Errata & Clarifications
October 2022

Rules

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

4.33 2ⁿᵈ sentence: Delete "to an Infantry/Elephant Line"
Last Paragraph: "… if the player rolls against the OC's…"

4.35 Change 2ⁿᵈ sentence: "… leader may command (order, enable Shock, etc.). Maharbal, the famed Numidian cavalry commander at Cannae, is an example."

4.51: Add at end: "Tribunes and Praefects Sociorum can only command infantry units; Praefects Equitum only cavalry units."

4.52 Add at end: "The Class and Legion/Ala restrictions do not apply for purposes of 7.33. A Tribune may enable Shock for any Legion unit; a Praefect Sociorum any Ala unit."

4.54 Change last sentence to: "The Legion/Ala restrictions do not apply for purposes of 7.33. A Praefects Equitum may enable Shock for any Roman cavalry unit."

4.72: Change 1ˢᵗ 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."

Add at end: "A leader that is adjacent to an enemy combat unit cannot withdraw and is eliminated if that combat units enters its hex by any means."

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."

4.91 Change 2ⁿᵈ sentence: "However, … to move Elephant units:"

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

5.26 Replace the 2ⁿᵈ paragraph with: "A leader that begins his initial Orders Phase in an enemy ZOC may remain inactive and thus do nothing (an exception to 5.15 #4). If, later in the Game Turn, the leader is no longer in an enemy ZOC, the player must activate him before any other leader. However, a leader so activated may not use Momentum. The leader is Finished if still in an enemy ZOC after all other leaders are either Finished or in an enemy ZOC."

6.13 Change to: "If a combat unit that moved in a previous Orders Phase, moves again in the same Game Turn, that unit incurs 1 Cohesion Hit (10.1) after it finishes its movement.

6.13 Change 2ⁿᵈ sentence to: "This hit penalty only applies to units ordered to Move (5.21 #1or 5.23 #1); it does not apply to any other type of movement."

6.52 #3 Delete "and Velites"

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 and a Cohesion Hit for the stationary unit."*

6.64 Add: "The OC and the units must move together end up in the same hex."

6.66 Change 2ⁿᵈ sentence to: "If the player wants to unstack the units, only the *top* unit may move in that Orders Phase (9.66 is an exception)"

Add at the end of the case: "Such 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."

6.68 Change 1ˢᵗ sentence to: "Stacking has the following effects:"
Change bullet #4 to: "Each unit in a stack makes its own TQ check but uses the TQ rating of the top unit."

6.73 Add to the 1ˢᵗ sentence: "… frontal, the hex opposite Rear, and all remaining hexes are Flank."

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

7.15 Change 1st sentence: "Any non-Phalanx unit or stack of units may change facing one vertex per Orders Phase when an enemy unit moves into a hex adjacent to it; this includes non-ordered movement (8.5, 8.62, 9.11)."

7.33 Change the 1ˢᵗ sentence to: "Any unit issued a Fire order or issued a Move order where 7.31 does not apply, …"
Add to the exceptions at the end of the section: "Velites units can only Shock attack into a frontal hex."

PLAY NOTE: And no, you can't place a SHOCK NO TQ CHECK on a "light' unit that chose not to Shock when it moved; it gets a SHOCK MUST CHECK TQ. No avoiding the Pre-Shock TQ Check.

8.15 Bullet #5: Replace "moved or will move" with "Fires as part of a Move order (5.21 #1or 5.23 #1)".
Add: "This also applies to withdrawal fire (6.55)."

8.15 Example: Should start with: "Balearic Slingers are 2 hexes distant from a hex containing Roman cavalry. At a range of '2', the slingers' Missile Strength is 2. The Carthaginian player volleys against the Romans, rolling a 2. The Roman cavalry takes one cohesion hit. If the slingers had moved to get within range the movement penalty (+1) would have caused them to be ineffective. …"

8.42 Add: "*PLAY NOTE:* The implication of Bullets #3 and #4 is that multiple attackers cannot attack multiple defenders as a single combat."

8.43 2ⁿᵈ Paragraph, 1ˢᵗ bullet: "If a *defending* unit has accumulated Cohesion Hits equal to or greater than its TQ Rating, it immediately routs per 10.2. An attacking unit must advance per 8.5 unless it is in the ZOC of an enemy unit, and it can physically do so (Phalanx units may not be able to do so)."

8.46.A.#4: Replace "an enemy unit (other than a Skirmisher)" with "a Shock capable enemy unit"

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

8.51 Replace 1ˢᵗ and 2ⁿᵈ sentences: "Attacking units and any leaders stacked with them must advance into any hex vacated by enemy units as a result of Shock combat (8.43, 8.47), with the exception that an attacker in the ZOC of another enemy unit does not advance in the Charge step (8.43)."

8.6 Cavalry Pursuit
8.61 Change bullet #2 to: "If the defending unit(s) is surrounded by enemy units and/or enemy ZOC."
Add bullet to end: "In any Shock combat resulting from a Pursue result (8.62)."

8.62 Replace entire case:
"To resolve the pursuit, the owning player rolls the die and compares the result to the pursuing cavalry's TQ rating. If the DR is higher, the cavalry unit and any leaders stacked with it must **Pursue**, otherwise it must **Break-Off.**

Pursue: The pursuing cavalry unit moves toward the routed unit along its path of retreat. There is no MP cost to do so, but Cohesion Hits due to terrain apply. If all defender(s) were eliminated (Routed units, Skirmishers, etc.) the pursuing cavalry unit instead moves ½ of its MA (round up) if any of the defenders were infantry, full MA if all defenders were cavalry
        • in the direction the routed unit(s) was heading—pursuing player's choice if more than direction, or
        • in the direction of the opposing player's Retreat Direction if none of the eliminated units were already Routed.
The cavalry unit must stop if it enters an enemy ZOC or places an enemy unit in its ZOC. The pursuing player then resolves a Shock combat (8.43-8.47) against all enemy units in its ZOC. If the pursuing unit is required to advance, it does not check for Cavalry Pursuit. The cavalry unit advances per 8.5 unless all defenders were Routed at the start of the combat and eliminated, in which case the cavalry unit instead moves ½ of its MA (round up) or full MA in the same manner as bullet #1 above.

If the enemy unit rout moves off the map, the pursuing cavalry unit and any stacked leaders are placed off map. The exit hex for purposes of 8.64 is the hex where the routed unit left the map.

Break-Off: The cavalry unit Advances after Combat (8.5)."

8.63 Change 1st two sentences to: "… they may not be ordered to move or fire but may recover Hits. They cannot Shock attack but may react (6.5, 8.2, etc.) and defend normally."

8.65 Add: "Leaders that are off map do not activate."

Cavalry Pursuit Option:
8.62 Instead of using the TQ Rating to check for pursuit, use the following Pursuit Ratings based on Type:
LC/LN: 5; RC/HC/BC: 3
with the following DRMs:
+1 for Numidia LC
+2 if any routed unit is infantry
+/- Charisma Rating of any one leader involved, player's choice
-1 if in the ZOC of an enemy combat unit

9.14 Change 1st sentence to**: "When an Elephant unit routs, it goes on a Rampage, charging anyone in sight."
- Change 5th sentence to: "A rampaging Elephant and any stacked leader always attempts …"
- Add after bullet list: **"If a leader was stacked with the Elephant roll for a leader casualty at the end of the Rampage. If the leader survives, he remains on the map where the Elephant ended the Rampage. If the Elephant Rampages off the map, both the Elephant and leader are eliminated.

9.61 Delete the Play Note and the end of the rule.

9.62 Replace the last sentence with: "Each unit makes its own TQ check but uses the TQ of the top unit. Automatic Cohesion Hits are applied to each unit in the stack. Cohesion Hits from Shock resolution 8.46 Step 4 allocated per 10.13"

9.63 Delete the last sentence

9.68 Delete "(this is an exception to 6.66)"

10.13 Change #3 to: "6.68 Bullet #6, if applicable"
    Exception #2: Replace "two" with "two or more"

10.16: Add at the end: "A Move or Fire order cannot be issued to a unit in the same Orders Phase as an order to remove Cohesion Hits."

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

10.28 Second paragraph, 2nd bullet: "If the DR is higher than the leader's Initiative +1, the unit rout moves its full MA using the procedure described in 10.22, …"

10.41 Change 1st sentence to: Units and leaders stacked with them become Engaged … "
Replace Bullet 3 with: "must, if possible, receive a SHOCK-NO TQ CHECK marker in the Shock Designation segment (8.41) if within Command Range of the active leader regardless of command restrictions."

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

Cannae
- **Roman Initial Deployment Skill Adjustment:** Delete the HI and LI from the 2nd bullet.
- **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"
- The river hexes are Rough terrain

Metaurus River
Replace the Steep Slope rule with:
Special Terrain
Steep Slopes: Use the "Up more than 1 Level" row on the Movement Cost Chart for both up and down movement across a Steep Slope hexside. Only Medium, Light and Skirmisher Infantry can cross.
Streams: There is a +1 MP cost to cross a stream. All units except Skirmishers and Elephants incur 1 Cohesion Hit when crossing.
Rocky: Use the Broken line on the Movement Cost Chart.

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

Magnesia
General Information: Map
Add**:** The 10xx hex row is the South side of the map. The 42xx hex row is the North side of the map.

Muthul River
Map: For Olive Groves use the Woods row on the Movement Costs Chart.

Ausculum
Roman setup: Switch the placement of Falco and Laelius. Ignore the keyword on the Laelius counter

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 same color VE unit"
- 2nd Note (1 dagger) should read: "Moving unit is eliminated if the "one more hex" is occupied, in an enemy ZOC, or is impassable terrain. If occupied by a friendly unit, that unit also suffers the "Stopping In" penalties noted on the chart."

Player Aid Card #2
Cohesion Hits and TQ Charts
- Reaction Facing Change: Delete "2 for Phalanx units"

Counters
Antipater leader counter: Ignore the word "Magnesia"
Ignore the red diamond on the X Legion HA "a" counter