

SPQR Deluxe Errata & Clarifications

November, 2011

SPQR Rule Book

4.24 2nd paragraph: “A Line can be of any length provided that the units meet the adjacency requirements and all the units in the Line have the same orientation - either Flank-to-Flank or (but not and) Front-to-Rear (see 7.1). If the units meet the adjacency requirements, but do not have the same orientation, only those units within the leader’s Command Range can be included in the Line.”

4.72 Ignore “even during a rampage”

5.13 Example: 2nd sentence should be: “*After the two Praefects Sociorum have been activated and finished giving orders, the Tribunes/Praefects Equitum would be activated next, followed by Bostar and Hamilcar.*”

5.31 Bullet #1: Reference should be to 4.26

6.51 Add: A combat unit in an enemy ZOC cannot use Orderly Withdrawal.

6.63 Example #1: Replace the 4th and 5th sentences with: “A Roman Hastati of Legion XIV can move through any foot unit of the XIV Legion/Ala without penalty. However, the Hastati would incur (along with the stationary unit) one hit when moving through any other unit.”

7.16 Change 1st sentence to: “Any single-hex unit/stack ...”

8.23 Change 1st sentence to: “A non-phasing unit”

8.13: Add to the end of the case: “Play Note: You cannot fire on your own units.”

8.14 Bullet #4: Delete “with other infantry”.

8.35 Replace case with: “The Clash of Spears and Swords: The Clash of Spears and Swords Chart is now consulted. Cross-index the attacker’s Type with the defender’s Type and aspect relative to the attacker (i. e. angle of attack) to determine the column on the Shock CRT (prior to any adjustments) to be used to resolve the combat. If there is more than one defending unit, the defending player chooses the defending unit to be used in the determination. Similarly, if there is more than one attacking unit, the attacking player chooses the attacking unit to be used in the determination. If a unit is being attacked through the vertex between different facings by a two-hex unit, that defender gets the benefit of the most advantageous facing.”

8.44 Addition: A stack of Roman units must advance as a stack.

9.15 2nd sentence: “They may move into or through an enemy Elephant’s flank or rear hexes, ... “

9.63 Delete the 2nd sentence.

10.21 Replace 2nd sentence with: “No Movement points are expended, but the unit must take the most direct path towards its Retreat Edge that is not blocked by enemy units, enemy ZOC (unless occupied by a friendly unit), or impassable terrain, even if this means moving into and/or through friendly units”

10.27 Last bullet should be: “Routed units that incur any additional cohesion hits are immediately eliminated and removed from play.”

10.43 1st sentence should read: “...they may not move, other than to Orderly Withdraw, nor attack, but defend normally and may change facing with an order.”

SPQR Scenario Book

See the Map section below for the battles that use the Zama map.

The Battle of Cannae

Line Command Eligibility

The Carthaginian Celtic Medium (MI), Iberian Light (LI) Infantry line may use Pre-Arranged Withdrawal (6.58).

The Battle of Cynoscephalae

Macedonian Line Eligibility Chart: Delete item #4

Set Piece Roman Setup: The Left Wing Aetolia unit in 1840 is a LC

Reinforcements: The reinforcement leaders activate in Initiative order. For the purposes of entering reinforcements any command restrictions are ignored. Since there is a limitation on how many combat units can enter per turn, a leader will need to stay off map until all the reinforcements in that group are able to enter.

SPQR Charts & Tables

Stacking Chart

Rout/Retreat Movement

Roman LG/CO/HI Moving Through Different Color: Should be: “Allowed, with 1 Cohesion Hit to the stationary unit”

Roman LG/CO/HI Stopping In Different Color: Delete “No Penalty for VE units”

Roman LG/CO/HI Stopping In Same Color: Add to end “No Penalty for VE units”

Shock Combat Results Table

Column 13, die roll 3 result should be 2(3)

SPQR Deluxe Scenario Pack

See the Map section below for the battles that use the Zama map.

The Battle of Heraclea

Initial Deployment

Roman Army

The Roman units face south, not east.

The Roman Left Wing Cavalry setup as follows:

<u>Units</u>	<u>Hex(es)</u>
<u>Left Wing Cavalry</u>	
V RC, AS/XIV RC (a-c),	2205-2208, 2105-2107
AS/XV RC (a, b, EX)	

Epirote Army

The Epirote units face north, not west.

The Battle of Ausculum

Initial Deployment

Roman Army

Left Wing starting hex should be H2003

The Battle of the Trebbia River

Initial Deployment

Roman Army

Add the following:

Principes Line

AS/VII CO (e-i)	3430, 3432, 3434 (two per hex, except for 3430)
AS/XIV CE	3438
AS/XIV CO (g-i)	3436, 3438 (two per hex, except for 3438)

The Triarii XIV TR (a-c) deploy in 3630-3632

Map Key: Minor River should be Stream; Major River should be Minor River.

The Battle of The Metaurus River

Roman Setup: Note “a” is a = See the Roman Leadership special rule below

The Battle of Ilipa

Maps

Use the Cannae and Zama maps as follows:

- Zama is the left/west half, Cannae will be the east/right half
- The Zama Rampage compass should be in the upper right; the “Cannae” Map title is in upper left.
- Fold the Cannae map back along xx03/xx04 hex line, so that you have, e.g., all of 1404 but only half of 1304.

- The folded Cannae map is now placed over the right side of the Zama map so that the first row of full hexes is covered; when finished 3801 (Z) should lead directly into the next hex, 1404 (C).
- Ignore all terrain on both maps.

Zama hexes are listed with a “Z” prefix; Cannae hexes with a “C”. Use the compass on the Zama map for direction and Rampage.

Roman Command: Treat the Iberian SK as Velites for the purposes 4.42

Line Command Eligibility Chart: Add the Tarentine LC to the Legion and Alae Cavalry line

The Battle of the Great Plains

Initial Deployment

Roman Army

Right Wing Cavalry

I RC (a), AS/I RC (a, b), AS/III RC (a-c) 2028-2033

The army facing directions are reversed – the Romans should face SE and the Carthaginians NE

Maps

The hex grid on the Zama map has been reversed over that in the original. The effect of this is that the facing directions on the setups are reversed. To correct this on battles that use the Zama map, reverse the facing directions given in the setup. For example, if the Zama map is used for the Bagrahas battle, the Carthaginians are faced Northwest and Romans face Southeast. For the Zama battle, the Romans face Northwest and the Carthaginians Southeast.

For players that prefer to use the 2nd Edition map orientation for the Zama battle itself, the setup hexes are given at the end of this document.

SPQR Counters

Counter Sheet #1:

- The 8 Rout markers should have “Rallied” on the reverse side
- Surus should have a MA of 9

Counter Sheet #2:

- The AS/XIX TR b unit should have its designation repeated on the reverse side.

SPQR Scenario Pack Counters

Counter Sheet #2:

- Green Numidian Archers #8-12 should have a type of SK

- Green Numidian Javelin Light Infantry #1-4 should have a type of LI
- The four Scorpions used in the Muthul River battle should have a Movement Allowance of 3 on the front side. The back side is with the MA of 0 indicates that the unit is in Fire Mode.

ZAMA Setup Using the SPQR 2nd Edition Map Orientation

CARTHAGE

Leaders

Hannibal Barca (OC)+Surus
Hasdrubal Gisgo
Hanno
Tychaeus

Hex(es)

Anywhere
Anywhere
Anywhere
2008

Skirmish Line

Balearic SK Slingers (1-7)

2415,2418,2421,2424,2427,2430,2433

Elephant Line

African Elephants (1-16)

2307-2337, odd number hexes only

Left Wing Cavalry

Numidian LC (1-5)

2106-2110

Right Wing Cavalry

Carthaginian HC (1-5)

2135-2139

Mercenary Line

Celtic MI (1-10), Ligurian MI (1-6),
Balearic Med MI (1-2),
Mauritanian MI (1-4)

2112-2133

Levies

N. African LI (1-6),
Carthaginian MI Levies (1-16)

1912-1933

Reserve Line

African Phalanx (1-5)

1518-1519,1520-1521,1522-1523,
1524-1525,1526-1527

Bruttium HI (1-12)

1512-1517, 1528-1533

ROME

Leaders

Scipio (OC)
Masinissa
Laelius

Hex(es)

Anywhere
With/adjacent to any Numidian cavalry unit
With/adjacent to any Legion or
Alae Cavalry

Two Tribunes (2), two Prfct Soc

With/adjacent to any infantry units

Velites Line

I VE (a-c), X VE (a-c)
AS/I VE (a, b), AS/X VE (a, b)

2920-2930 even number hexes only
2916,2918,2932,2934

Hastati Line

I HA (a-d), X HA (a-d)
AS/I CO (a-e), AS/X CO (a-e)
Recruit CO (6)

3021,3023,3025,3027 (two per hex)
3017,3019,3029,3031,3033 (two per hex)
3013,3015,3035 (two per hex)

Principes Line

I PR (a-d), X PR (a-d)
AS/I CO (f-i), AS/X CO (f-i)
AS/I CE, AS/X CE
Recruit CO (8)

3221,3223,3225,3227 (two per hex)
3215,3217,3231,3233 (two per hex)
3219,3229
3211,3213,3235,3237 (two per hex)

Triarii Line

I TR (a-c), X TR (a-c)
AS/I TR (a, b), AS/X TR (a, b)
Recruit CO (8)

3419-3424
3417-3418, 3425-3426
3413-3416, 3427-3430

Left Wing

I RC, X RC, AS/I RC (a, b, EX),
AS/X RC (a, b, EX)

3136-3139, 3036-3039

Right Wing

Numidian LI (1-4),
Numidian MI (1-6),
Numidian LC (1-10)

2906,2908, 2910,2912
3106-3108, 3007-3009
3101-3105, 3002-3006