

Consolidated *Spartacus* Clarifications and Errata as of 10/8/14

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Basic Rules:

1. 5.2 and Player Aid Card Clarification: There are consular elections in all scenarios (to include the Bonus Scenario) EXCEPT Scenario III.
2. 5.10.3 Addition: Republican Crisis Track Adjustment: Adjust the track due to any end of turn adjustments--see 20.3 and 20.4. *All adjustments towards Stability are done first, followed by all adjustments towards Anarchy.*
3. 6.7 Clarification: A proconsul or legate and his army that moves THROUGH a space containing a consul does not have to leave any of his units in the space with that consul. However, if he ends up in a consular space (either at the conclusion of movement or via interception or battle avoidance) and subsequently moves out of the space, he may only take along units in excess of that consul's command ability - the one exception is a major city space IF that consul (and his army) is declared inside the city at the moment of entry into the space per 18.4.
4. 7.2.4 Clarification: Lepidus may always leave Etruria **after** it is controlled by the Sertorians, even if control is subsequently lost. If he is forced out of Etruria by a retreat, battle avoidance or an interception, this restriction is lifted.
5. 8.1 Correction: "For each new Legion raised, the Crisis marker is immediately moved 1 space towards Anarchy." [not 2 spaces] - the Player-Aid card and 20.3 are correct.
6. 8.2.1 Clarification: The Spanish light unit that is placed with Sertorius may be forfeited in order to flip up to two Spanish heavy units IF the heavy units are stacked with Sertorius.
7. 8.2.3 Clarification: There are no Servile reinforcements if Spartacus is dead.
8. 8.2.4 Clarification: If the Exiles legion is in Italy or Cisalpine Gaul it may be restored to full strength.
9. 9.11 and 10.2 Clarification: If a player retains a card for use in the next Game-Turn, he may no longer play that card in the current turn. A player may always play a Resource Card regardless of whether he had previously passed during the current turn.
10. 9.11 Additional Clarification: A player may not indefinitely retain a card from turn to turn. If he has retained a card from the previous turn, he may not retain any card in the turn following that retention, i.e. all the cards in his hand must be played or discarded during that subsequent turn. *Designer Comment: This prevents a player from indefinitely retaining a card that may be important for future use by either his opponent or himself.*
11. 9.3.3 Clarification: Zero cards in either the Europe or Asia hand is a valid option.

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12. 9.5 Clarification: "Campaign cards allow two or more leaders and their armies to be activated"...

13. 12.2 (Interception) Correction: The inactive player may attempt interception when the active player's force moves into a space adjacent to an inactive force not already occupied by a CU belonging to the active player (exception: a force may intercept into a major city space containing friendly CUs if the CUs were previously declared to be inside the city - see 18.4).

14. 13.0 Addition: For the battle, the active player may use only as many CUs as his generals can command; the defender may use all CUs in the battle space.

15. 13.1 (step #3) Change: First sentence (i.e., the combat sequence) – *“Each player rolls a number of dice equal to the number of steps he has in his force, up to a maximum of three.”*

16. 13.2 Clarification: If a general is wounded and cannot return to a friendly space in the region in which he was wounded, he is removed from the game during the reinforcement phase with any RCT penalty being applied.

17. 14.3 and 14.4 Clarifications:

a. Retreats may not involve naval movement.

b. Generals and named legates who survive a leader loss check AND who cannot retreat to a friendly space without crossing a mountain pass or a strait, or without passing through a space occupied by an enemy CU, or without using naval movement are removed from the game as if a 1 had been thrown on the leader loss roll, any RCT penalty being applied.

18. 15.0 Clarification (Summary of Political Control Changes table p. 17): add the highlighted clause to point #1 - "1. To convert ENEMY Major City or Tribal spaces **or NEUTRAL Major City spaces** to your political control, you besiege (major cities) or subjugate (tribal spaces).

19. Add to 5.10.3 Addition: Republican Crisis Track Adjustment – adjust the track due to any end of turn adjustments--see 20.3 and 20.4. All adjustments towards Stability are done first, followed by all adjustments towards Anarchy.

20. 16.2.1 Modification as follows: "Enemy PCs are converted in the space occupied by or adjacent to a Republican army by expending 1MP per space converted (or 2 MP if the space is across a mountain pass)

21. 16.2.1 Clarification: In the first line, change "An army conducts" to "A force conducts"

22. 16.2.2 Clarification: If a pacification attempt is successfully intercepted, the Republican force may conduct new pacification operations or move but may not attempt to pacify the space that had previously been intercepted.

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23. 18.3 Clarification: In addition to maintaining a siege/subjugation, a force that does not have the required number of units to prosecute a siege/subjugation is still considered to be besieging the space – unlike other games the presence of a siege point is not required for the space to be considered besieged.

24. 20.4 Change: Bullet point #1 and the corresponding bullet point on the play-aid card as follows:

- Number of provinces anywhere on the map (**except Italy**) controlled by the Republican player: 1 space per province (Victory Check Phase)—calculated every turn. *Note that the change here is “(except Italy)” – therefore, provinces in the Region of Italy (which includes Sicily) are not counted by the Republican player.*

25. 23.5 Change: Remove the “(Optional Rule)” designation from Rule 23.5, (Additional Republican Reinforcements). *23.5 is now a standard rule.*

Scenarios:

1. Correction to All Scenario Setups: Legates should not be placed in the Proconsul Pool.

2. Scenario I Republican set-up:

a. Unused Republican Generals: Sulla, Lepidus, Calvinus, Pulcher and Laelius

b. Unused Sertorian Generals: Hirtuleius, Lepidus and M. J. Brutus

Card Clarifications:

- Cards #s 1 (The White Doe), 14 (Ships and Money from Mithradates), 29 (Pompey Writes Conscript Fathers), 40 (Lasthenes of Crete Support Mithradates), 57 (Dispatch Intercepted), 79 (Lepidus Departs Italy), and 80 (Fortune Favors the Bold): These events add or subtract a card from a player’s hand. The player playing the card chooses which hand gains or loses the card(s).
- Card #7 (Exiled Romans Flock to Sertorius): The Sertorian legion is placed as if it was a Spanish light unit. The Exiles legion may be restored via this mechanism.
- Card #15 (Lex Cornelia De Maiestate): Any force commanded by the targeted general must remain with that general for the remainder of the Operations Phase.
- Card #37, (Slave Army Enamored with Italy): Units from the activated Servile force may not be dropped off.
- Card #44 (Spanish Tribe Revolts): The conversion takes place regardless of the presence of an enemy leader or CU.
- Card #52 (Persuasion and Diplomacy): The space may be converted regardless of the presence of enemy leaders and CUs; enemy leaders and CUs that were on a major city are now considered outside the city.
- Card #62 (Danger in the Provinces) Clarification: A clearer instruction on this card would be, "Play if at least one of the following regions is completely free of Republican combat units: Spain, Gaul, or Asia Minor."

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- Cards #68 and #69 (Minor Campaign): These are Republican Event cards, as the icon denotes. Ignore the last sentence of text.
- Card #74 (Crassus): If Rome is besieged, Crassus and his arriving legions may be placed inside a besieged Rome.

Roman Republican Consular Naming Convention:

Due to the limited geography on a small counter, many of the names of the Roman Republican Consuls had to be abbreviated. This may cause some confusion in placement, as many of the names are very similar. To assist in your set-up, the following identification chart is provided:

<i>Set-up Name</i>	<i>Counter Name</i>
L. Cornelius Sulla Felix	L. C. Sulla
Q. Caecilius Metellus Pius	Q. C. Metellus
P. Servilius Vatia Isauricus	P. S. Vatia
A. Claudius Pulcher	A. C. Pulcher
M. Aemilius Lepidus	M. A. Lepidus
Q. Lutatius Catulus	Q. L. Catulus
D. Junius Brutus	D. J. Brutus
Mam. Lepidus Livianus	M. L. Livianus
Gn. Octavius	G. Octavius
C. Scribonius Curio	C. S. Curio
L. Octavius	L. Octavius
C. Aurelius Cotta	C. A. Cotta
L. Licinius Lucullus	L. Lucullus
M. Aurelius Cotta	M. a. Cotta
M. Terentius Varro Lucullus	M. Lucullus
G. Cassius Longinus	G. C. Longinus
L. Gellius Publicola	L. G. Publicola
Gn. Cornelius Lentulus Clodianus	G. C. Lentulus
P. Cornelius Lentulus Sura	P. C. Lentulus
Gn. Aufidius Orestes	G. A. Orestes

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