

# CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73)

## **S&T #25 (Centurion)**

As a result of post-publication play testing and questions and comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

### COMBAT UNIT CAPABILITY (CUC)

In each of the thirteen columns the following corrections should be noted:

Skirmishers: 2 1 1 1 1 1 1 1 1 1 1 1 1

Oriental Cavalry: 2 2 1 2 2 2 \* \* 1 1 1 1 1

### COMBAT RESULTS TABLE

Treat modified die rolls of less than one (1) as a roll of one (1). Treat modified die rolls greater than six (6) as a roll of six (6).

### FACING

(In the twelfth line change the sentence beginning with the word "Also" to read)

Also, a unit may only use its Melee Defense Factor Front when it is attacked from one of the three hexes adjacent to its front.

### COMBAT

(In the third paragraph which begins with the word "Pikemen." change the second sentence to read)

LIGHT CAVALRY may retreat four hexes if attacked by an Enemy unit. This retreat is possible even if the LIGHT CAVALRY are surrounded by Enemy units.

### CAVALRY

(Make the following change in the second paragraph beginning with the words "Byzantine Cataphracts may do so")

"BYZANTINE CAT APHRACTS may do so, however, only if the missile attack is against the same unit that the ground attack is against."

### ROMAN LEGIONARY SWORDSMEN SQUARE

(C) The square is primarily a defensive formation. A square has an all-around Melee Defense Factor equal to one-half the sum of the Melee Defense Factors Front of all the Swordsmen units which it contains.