

CLASH of Spears: Book Errata – May 2025 - (V.10)

General Typos or mistakes – core rules:

Page 2 – Dalibor and Jindrich are identified as Polish playtesters when in fact they are from Czech Republic – Sorry guys!

Page 19 – First paragraph. Where it states that you can only attack characters if they are the closest enemy it should specify “the closest enemy in line of sight”.

Page 24 – The rules indicate line of sight is blocked if it goes through two boundaries of area terrain, it should say high area terrain. Low area terrain does not block line of sight.

Page 51 – On the sixth paragraph when explaining defend, we should add that if the enemy attacks have different effects, such as different saving throw modifiers, the defender chooses which attacks to cancel after rolling to cancel hits.

Page 52 – On the sixth paragraph under the Counterattack rules it indicates that any saving throws that match or exceed the save stat result in wounds, obviously it should say “any results that DO NOT match or exceed the save stat” become wounds.

Page 62 – Sling uses the shoot action, seems obvious but it should have been stated as it was for the other weapons.

Page 63 – Bow (mounted) should be: Range 4”/12”, +1 save modifier

Page 64 – in the example it states partial armor is 2 points of armor. Partial armor is 1 point of armor thus the save in that example would be 4+ not 3+. Full armor and heavy shield would be 3+

Page 68 –Macedonian Drill trait states that the trait allows the troops to benefit from the shield against enemy *missile* and ranged attacks from the front, it should state *melee* and ranged attacks from the front.

Page 68 – in the massed charge trait it is indicated that units with this trait gain the benefits from the “charge” trait when in loose order. It should say the “impetus” trait. The name was changed but this older version of the name stayed here by mistake.

Page 69 – in the massed charge the last paragraph it indicates that when fighting against an enemy with equal or higher weapon initiative the enemy suffers a -1 to any morale test, it should indicate that the enemy adds 1D6 to the morale test, just like in the case against troops with weapons with lower weapon initiative

Page 69 – in the last paragraph of the page it states that troops lose the mounted trait when they enter Rough Terrain, obviously it meant to say Rough Terrain or Difficult Terrain.

Page 72 – endurance should only take effect if the third action is in the open so change the line “and this action is a Move action,” to “and this action is a Move action in open terrain,”

Page 81 – in the summary for the elephant rules it indicates that enemies can attack the crew if they have weapons with initiative 2+, it should be 3+ as indicated on page 80.

Page 82 – the rules indicate that characters riding chariots do mounted shoot or mounted throw actions, only mounted shoot action made it to the final version of the rules and it is used for all mounted missile weapons as indicated in the corresponding sections of the book.

Page 84 – in the summary for the light chariot rules it incorrectly states that the chariot is hit when the character rolls a 1 on a saving throw, this is incorrect, it happens when an attacker rolls a 1 on to hit rolls for missile attacks as explained in the rules on page 83.

Page 101 – The Force Break Test, second paragraph: if no line troops remain on the table and only characters remain on the table when taking the force break test then test grit against a target of 5+, plus any relevant modifiers. If only characters remain, it is probably good to go back to camp and lick your wounds, a skirmish is not worth sacrificing valuable leaders.



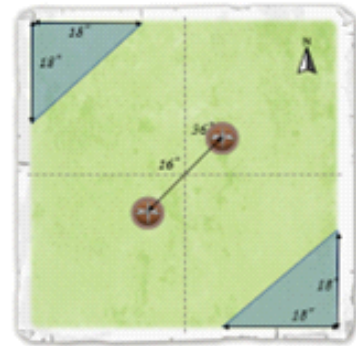
Page 101,102– The Force Break Test states “If you roll two failures”, it seems obvious, but it meant to say, “two or more failures”. Yes, if you failed all your dice your force breaks.

Page 104 – in the scenario map B, the distances on the corners indicated as 9” are incorrect and they should actually be 18”

Page 111 – The map in the scenario is incorrectly labeled “This is my land scenario map”, it should read “Force projection scenario map”. The map though, is correct, so no changes there.

Page 113 – When indicating the number of actions that mounted troops have to make to retrieve the loot is says “execute three actions rather than one” and it should say “three actions rather than two”

Page 116 – The last paragraph reads: “The first time the warband is called to take a force break test, if you roll two failures”, this should read “ if you roll two or more failures”



Page 118 – The rules for standard bearers indicate that they allow you to re-roll 1s when attempting a rally action. One of our active player groups noticed that while convenient it seemed overpriced. Upon revising our core documents, we noticed that it had been incorrectly transcribed, and it should allow you to re-roll failed rolls when doing a rally action. Replace “they may re-roll any 1’s rolled” with “they may re-roll any failed dice”

Army lists:

Page 126 – Iberian Noble Cavalry: they are incorrectly stated as having Save 4+. They have partial armor and shield and so the Save should be 5+ (points are correct as stated)

Page 126 – Elephants do 4 attacks as explained in the rules – Attacks(3) is incorrect

Page 130 – Tribesmen: they are incorrectly stated as having Save 5+, they are only armed with shields and hence they should be Save 6+. (points are correct as stated)

Page 130 – Nobles: they are incorrectly stated as having Save 3+, they are only armed with heavy shields and partial armor and hence they should be Save 4+. (points are correct as stated)

Page 130 – Warhounds have a grit of 5+, they incorrectly show Grit 3+ (points are correct though)

Page 132 – Greek Archers: they are incorrectly stated as having Combat 4+ and Grit 4+. They are in fact Combat 5+ and Grit 5+. (points are correct as stated)

Page 132 – Raw Citizen Hoplites: they are incorrectly stated as having Save 4+. They should be Save 5+ since they only carry heavy shield. (points are correct as stated)

Page 132 – Thureophoroi: they are incorrectly stated as having Combat 3+ & Save of 5+, being only trained and armed with shields they should have Combat 4+ & Save 6+ (points are correct as stated)

Page 133 – Tarantine Noble are incorrectly classified as Rare, they should be classified as Milites

Page 133 – The Greek close allies incorrectly indicate “Macedonias”, instead it should say “Pyrrhus Expedition”, reflecting Epirote’s incursion to the west.

Page 135, 136, 137 – Caetrati show a point cost of 15, this is incorrect, it should be 14 in all three cases.

Page 135 – Celt-Iberian nobles are equipped with partial armor and shield so the save stat should be 5+ and not 4+ as indicated in the book.

Page 136 – Mounted nobles are equipped with partial armor and shield so the save stat should be 5+ and not 4+ as indicated in the book.

Page 137 – Lusitanian veteran infantry should be 23 points and not 24.

Page 137 – Lusitanian nobles are equipped with partial armor and shield so the save stat should be 5+ and not 4+ as indicated in the book.

Page 140 – javelinmen should have the option to add shield (+1 pts/ model) instead of buckler

Page 140 – the Axemen have partial armor so their saving stat should be 6+

Page 141 – javelinmen should have the option to add shield (+1 pts/ model) instead of buckler

Page 141 – Tribesmen: They are incorrectly stated as having thrusting spears, they should have throwing spears. (points are correct as stated), and they should also have wall of spears and cost 13pts.

Page 141 – Campanian Allied Hoplites: they should include the “drilled” trait that was left out by mistake (points are correct as stated)

Page 141 – Veteran Samnite Warriors should have throwing spear instead of thrusting

Page 146 – javelinmen should have the option to add shield (+1 pts/ model) instead of buckler

Page 146 – tribesmen should have the option to downgrade to shield (-1pts/model) instead of buckler

Page 146 – warriors should have throwing spear instead of thrusting spear

Page 146 – imitation legionnaires should be milites, have throwing spears, should not have guerrilla or endurance as the roman drill takes over the tribal doctrine, and should cost 18 points

Page 146 – Elephant should have attacks(4)

Page 148 – Psiloi should have the option to add shield (+1 pts/ model) instead of buckler

Page 148 – Elephant should have attacks(4)

Page 148 – Allied Raw Hoplites: they are incorrectly stated as having partial armor; they should not, they should only have a heavy shield and hence their save should be 5+ and not 4+ as stated in the book.

Page 148 – Hoplites: they are incorrectly stated as having Combat 5+ and Grit 5+. They should have Combat 4+ and Grit 4+ and they should also have the trait “drilled”. (points are correct as stated)

Page 149 – Elephant should have attacks(4)

Page 149 – Greek style cavalry should be 23 pts (not 22)

Page 149 – Hetairoi should be 23 pts and should have the option to downgrade to partial armor (-1pts/mod)

Page 149 – Mounted skirmishers should be 16 pts

QRS – The quick reference sheet indicates in the Melee and Combat Response that a -1 to hit applies if the defender is behind a solid obstacle or on higher ground. Only the solid obstacle grants the -1 to hit benefit as explained in the rules.

QRS – Bow (mounted) is 4”/12” and +1 save modifier

CLASH of Katanas: Book Errata – Feb 2025 - (V.9)

Page 35 - Sharpshooter: unscrupulous players could hope that a ready action to reload could also be used to gain the ready token for the sharpshooter trait. That is indeed not the case. Best option is to amend the text like this:

“When these troops perform a Ready action, while not currently accumulating any unloaded tokens, place a Ready token next to them...”

Page 58 - Break through enemy lines: the map and the Scenario Setup text disagree. The map is correct, the objectives should be 14” away from the north and south table edges (not 12” as indicated in the text).

Page 59 - Reconnaissance in Force : the maps and the Scenario Setup text disagree. The map is correct, the objectives should be 12” away from the north and south table edges (not 14” as indicated in the text).



CLASH – F.A.Q.

If I successfully activate a unit by paying the required CPs and passing any activation tests if required, do I have to spend additional CPs if I want to perform more than one action?

No. Once a unit has been activated, and became active, the unit can perform actions until it accumulates 3 action tokens without the need to spend additional CPs. If the player chooses not to execute all actions and decides to finish the activation, allowing the opponent to become the active player, then the unit can be activated again at a later time, or chosen to react, and in that case a CP will be needed again to activate or react. (see pages 35 & 36).

I have successfully activated a unit; can I use my first action to move and then do Rest as a second action?

No. When you are the active player you must choose between Activating, Resting or Passing. If you chose to activate a unit then the unit can perform actions, but to rest you must chose to rest a unit (4.33 Option b, page 37), in which case after the unit rests your opponent becomes the active player. As usual, later in the turn you may go back to that unit to try to activate it, react or rest as long as the unit has not yet accumulated 3 action tokens.

If a unit that has already executed an action this turn is later activated again using another CP, can I attempt to react before they start the first action of this new activation, since it is the second action this turn?

No. The rules state that you can only attempt to react after the first action of the ACTIVATION has been taken, not the first action of the turn. Another way to look at this is to understand you can only attempt to react between consecutive actions in the same activation.

If I have a Muster force, and I pass my first break test, does the Muster force benefit apply the next time I take a break test?

No. The rules state the Muster force may ignore a break result the FIRST time they are called to take a break test. They do NOT state that you ignore the first time you fail a break test. So, if you passed the first break test because you rolled well then that is it, the Muster force benefit is still used up and will not benefit you on the next break test. This is explained in detail on pages 116 and 117.

During the “Engaging the enemy force step” (9.32) who places deployment counters first?

Unless stated otherwise in the scenario the player who won the coin toss in the “Determine your force fate points” stage places all counters first and then the other player does the same.

