If you use Rectangle shape in Spotlight, the range setting will be different because in Unreal, the Rectangle light don’t have angle parameter. If you want to have the similar result, we will suggest you use Point light with Shape or Spotlight without Shape.

Reallusion FAQ
https://kb.reallusion.com/Product/52899/Why-Spotlight-range-in-iClone-is-different-to-Unreal-v12