

SPQR FAQ v1

Rules Queries

Heroes in combat. How are hits or wounds allocated to heroes when they are part of a unit?
If a model is in base contact with a Hero, it can allocate attacks onto him.

Mercenary Hoplites are allowed to form Phalanx with 5 or more figures however Phalanx requires at least 2 ranks of 5 per Page 22-23 suggests it should have 2 ranks. Is this a special rule for Mercenary Hoplites?

No, follow normal Phalanx rules.

Dual weapon fighting; do such troops lose the shield or can they choose to retain the shield and 2 weapons and choose the optimum combination for each circumstance? Follow on – if dual wielding 2 swords do you get 2 parrys – 1 for each?

In melee, they lose the shield (I'm tempted to say they can choose what to have in their hands at the start of each turn, but that is a new rule – go with what is sensible and easy. Besides, you are going to get tired carrying two weapons and a shield, and armour...)

Two swords equals two Parries – part of the point in having two.

Dacian falxmen start with shields and a two-handed weapon. No options to change. How does that work?

They gain the benefits of shields when being shot at, but switch to the 2h in melee.

Rules state a unit using two close combat weapons obviously cannot use a shield. (dual weapon fighting - page 17). Is that only while dual wielding, or mean they can't have them at all? We've got a player trying to dual wield on his turn and use his shields on his opponent's turn. I for one feel this is exploitative and think anyone who attacks with two weapons then try's to strap on a shield during a counterattack in the same melee would be easily dispatched while putting the shield back on.

Slap your opponent. He can use the shield when the arrows come in, but this is not really how close combat works in real life...

Druid Blight – can multiple druids simply kill an opposing hero by removing all his wounds using Blight?

Very tempted to say yes – having an entire cabal of druids after you is good cause to dig your own grave.

Your heroes can end up dead/injured whilst your opponents get better and better. Also they can buff a unit so they can make it more difficult to compete if hes gone. My hero for my Macedonian Warband also costs 120pts on his horse. The druids then get assigned to units letting them re-roll misses for the battle. It could be fixed by only letting druids remove the stat upgrades given to a hero.

Remember that Heroes can boost their Wounds, which will provide some protection, and a warband loading up on Druids is going to be lacking in the bum-kicking Hero department.

Wild Charge: Is this bonus once per game (initial charge) or every charge?

Every charge. Enjoy.

Gauls with Wild Charge and a Druid hit you with 90 attacks hitting on a 3, rerolling misses. The Roman unit with shields forces a re roll of hits. Do the Gauls get to re roll misses on this forced reroll?

Page 3, a dice can only be re-rolled once. So, no.

Compulsory Movement pg 8 – what happens when the units move is blocked?

Go round the obstacle. Do what is sensible – so, if a unit is trying to get away from an enemy, it will try to move as far away as it can.

Very Long rule, “However, if the enemy wins a round of close combat...” (Pg 19): How is a winner of a, “round” of close combat determined?

Assume if one side causes more Wounds than the other, it wins the combat.

Pila – does the pila work against Wild Charge?

Good question. Yes – the Pila will remove the bonus for Charging as detailed on page 17. The Wild Charge still gets its effect (can see where the confusion came in there).

SPQR FAQ v1

Are charging models able to pivot before moving straight to their enemy?

Yes. Remember, aside from some very specific circumstances, there is no facing in SPQR.

Do you need to have a LoS for target of your Melee action (at least to a part of its any model)? Being more straightforward: can you attack a unit which is completely obscured (for example: behind a high wall)?

I would let you poke a spear through a big hedge. Ramming it through a tall wall...? No. Just... no.

Big but cowardly page 153. If an elephant loses a 1/4 of its remaining wounds it has to make a bravery check. If it fails it must flee combat next turn. 1. Does it lose a number of wounds by how much it fails by and 2. Does the enemy unit get the free hack next turn for a unit fleeing combat.

No, the elephant just turns and runs (I wouldn't argue with one...).

Horselord Talents can be used by any hero who is cavalry type and affects any unit that is cavalry type. Rules as written therefore means these work on elephants. Elephant cantabrian circle anyone? Page 48

There is no reason that someone cannot become an Elephantlord and, between you and me, Elephants are not that good anyway.

An Elephant Talent tree though... that has potential...

Will to fight is referred to as a "will to fight check" but use the bravery score. Some in my group take "bravery check" to be any check using the bravery score, some other games would use wording like "will to fight check" and "bravery check" to show these are not the same thing. Which interpretation is it in this case.

Will to Fight is a specific term, even though it uses Bravery. Don't mix them up.

Wording Queries

Skilled Fighters pg 12 Is Melee score the same as Melee bonus?

Melee is a characteristic – not sure where you are getting 'bonus' from?

Pg 27 "+1 hits when mounted" – is this +1 Wounds?

Good catch – Wounds were indeed once called Hits. Yes, it is +1 Wounds.

Pg 27 Does +1 armour if you buy a horse add to existing armour or just give +1 armour to an unarmoured hero? Cavalry as listed with it tend to include the +1 hits as they all have 2 hits. But don't add to the armour unless they're not wearing any.

It adds to existing armour.

Wording under hit and run for Peltasts on page 151 says Psiloi not Peltast – is this incorrect?

Peltasts get the Hit and Run rule.

Irresistible Force scenario, special rules, first paragraph (Pg 178):

"In which case it becomes a possession of the" What? Sentence ends there.

It's pretty easy to extrapolate the answer, but the sentence just ends there with no noun taking possession.

"It becomes a possession of the enemy warband."

Points Queries

Are points costs designed to be universal or can the same piece of kit cost different values to different factions or units?

They can absolutely cost different amounts to different factions! Do not mix and match!

Equipment Queries

Short Spears – many units already have swords and short spears. Is there any advantage in using short spears?

Consider the common (short) spear to be a baseline weapon of the age – and a lot better than fists & feet!

Short Spear seems to be the ugly duckling of the weapons. For it to be worse than a club is ridiculous. Should they have a key word addition?

No, Short Spear is as intended. That some men are shorter than others is an unfortunate fact of life.

SPQR FAQ v1

Armour. leather \ helmet \ animal skin have the same values but different denarii cost – is this intentional?

It is, the spread of warbands they are available to differs.

Sacred Band of Thebes has Spear listed in its profile. But what kind? I would assume its long but it's not specified. Pg 185

The Theban are armed with Long Spears.

Greek Mercenary Hoplites are the only unit in the game to have 0 bravery. Also their armour value is wrong at 0 since they come in Linothorax. Page 193

Should have Bravery +1 and Armour +2 (there was a time when armour was optional for them, hence the score).

Susages has Scale Armour but 0 Armour bonus page 98

Thieving Susages! He should have no equipment at all.

Hetairoi armour. They are mounted in Linothorax so should they be +3 not +2? page 150
Agreed.

Macedonian Psiloi only pay 1pt for javelins page 151

They need all the help they can get...

Praetorian Guard have move 5". They are in Lorica so should be 6"?? page 138

Agreed, good catch.

Possible error for Imperial Rome Auxiliary Cavalryman, only cavalry in the book with 1 wound. And not sure the armour is correct either being +3 with Chainmail, horse bonus doesn't seem included. page 138

2 Wounds, include horse bonus on armour.