

Updated 21st August 2019

## RULES QUERIES

**Heroes in combat. How are hits or wounds allocated to heroes when they are part of a unit?**

Change the first bullet point on page 12 from:

Every model in both the attacking unit and enemy unit makes a Melee check with each Melee Dice it possesses.

To:

Every model in both the attacking unit and enemy unit that is in base contact with an enemy model makes a Melee check with each Melee Dice it possesses. A model's attacks can only be allocated to a model it is in base contact with (so, models not in contact with a Hero cannot allocate attacks on to him – models in contact with a Hero can, or they can allocate their attacks to other models instead if they are also in contact with those).

**Mercenary Hoplites are allowed to form Phalanx with five or more figures – however Phalanx requires at least two ranks of five as per page 22-23. 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 two weapons and choose the optimum combination for each circumstance? Follow on – if dual wielding 2 swords do you get two parries – one for each?**

In melee, they lose the shield. 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 two-handed weapon 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 tries to strap on a shield during a counterattack in the same melee would be easily dispatched while putting the shield back on.**

He can use the shield when the arrows come in, but this is not really how close combat works in real life. See the previous Dacian Falxmen question.

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

No, one curse is enough for anyone (but the Druidic Circle scenario on page 111 has an exception).

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

Every charge. Enjoy.

**Gauls with Wild Charge and a Druid re-rolling 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. In effect, the Gauls will re-roll misses while the Romans re-roll successful hits – so all dice get re-rolled once.

**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.

**Compulsory Movement on page 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.

**Minions (infantry or cavalry) are supposed to come in groups of 5-30 models. However, does this apply to elephants? (Which are cavalry minions).**

Elephants are an exception to this rule and can be taken on their own.

**Does a unit not wearing armour receive an Armour check when hit in either ranged or melee combat?**

Yes, all models can attempt an Armour check – you can assume they have some makeshift armour, thick clothing or just plain dodge out of the way!



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

You can poke a spear through a big hedge but ramming it through a tall wall? No.

In short, do what is sensible here and use common sense. This will not come up too often but a model still needs a feasible way to attack an enemy.

**Big but cowardly – page 153. If an elephant loses a quarter of its remaining wounds it has to make a bravery check. If it fails it must flee combat next turn. Does it lose a number of wounds by how much it fails and 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 'cavalry' type hero and affects any unit that is also cavalry type. Rules as written therefore mean these work on elephants. Elephant cantabrian circle anyone?**

There is no reason that someone cannot become an 'Elephantlord'.

An Elephant Talent tree though? that has potential. Seriously, that Talent tree will be given proper consideration...



**When a unit with a mixed profile is formed, as with the case of British war dogs with tribesmen or any unit with a hero attached to it, and a situation calls for the unit to make a single test, such as a Bravery test (but specifically not a Will to Fight test as the rules cover that already), what bonus does the mixed profile unit use?**

Use the option with the highest stat.

**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.

**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.

**Can a unit move into close combat with an enemy unit, class it as a Charge, if even one of the models in the attacking unit cannot move at least 3"? Is Charging the act of moving at least 3" into close combat in a straight line?**

To gain the charge bonus detailed on page 17, every model in the unit must be able to move at least 3" in a straight line towards the enemy unit, regardless of whether they all make it into contact with an enemy model.

## EQUIPMENT QUERIES

**Macedonian Psiloi only pay 1pt for javelins on page 151?**

Yes.

**Leather, helmet, and 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 (page 185). But what kind? I would assume its long but it's not specified.**

The Sacred Band are armed with Long Spears.



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

Should have Bravery +1 and Armour +2.

**Praetorian Guard have move 5". They are in Lorica armour so should that actually be 6"?**

It should be 6".

**Susages is listed as on page 98 as having Scale Armour but 0 Armour bonus**

Thieving Susages!  
He should have no equipment at all.



**Hetairoi armour; they are mounted in Linothorax so should they be +3 not +2?**

Agreed, should be +3.

**Can I buy a single Pilum for my legionaries and gain its benefit?**

No, the whole unit must be equipped with Pila to gain the effect.

## WORDING QUERIES

**On page 27 it states "+1 hits when mounted" – is this +1 Wounds?**

Yes, it is +1 Wounds.

**Page 27 – Does the +1 armour bonus from buying 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.

**Imperial Roman Auxiliary Cavalry (page 139) should have Wounds 2?**

Correct.

**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 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!

**How many Denarii should Theban Peltasts cost?**

7 Denarii.

**How much should Short Spears cost?**

In all cases, in all warbands, Short Spears can be purchased for 1 Denarius wherever a unit has the option.

