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Game: **SPARTACUS  
A GAME OF BLOOD & TREACHERY**

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# SPARTAGUS

## SETUP

Each **dominus** (player) rolls a dice; the winner takes their choice of **house card** and **gladiator figure**, their matching **house token**, and the **host token**. Going clockwise, remaining players each choose a house card, gladiator figure, and matching house token.

Separate the white bordered **starting gladiators** and **starting slaves** from the **Market deck**. Shuffle each 8 card stack separately and deal each dominus their starting number of gladiators and slaves. Any remaining go back into the Market deck.

Each dominus takes their starting number of **guards** from the **Intrigue deck**. These must be placed faceup on the table.

Each dominus takes their starting **gold**. The remaining gold is the **bank**. One player may act as banker, or all players can share the responsibility.

**There are no restrictions on when gold may change hands between players.**

Choose a game type:

**Quick** (under 2 hours): players start with 7 influence.

**Standard** (2-3 hours): players start with 4 influence.

**Advanced** (3+ hours): players start with 1 influence.

Your influence may never fall below 1 or rise above 12.

Shuffle the Market and Intrigue decks separately and place them facedown on the table.

Place cards discarded during the game on a faceup discard pile next to their deck. If the Intrigue deck runs out of cards, shuffle and reuse the discards. If the Market deck runs out, there are no more new assets available.

## ORDER OF PLAY

### 1. UPKEEP PHASE

During each stage of Upkeep, all players may perform their actions simultaneously.

#### 1. REFRESH CARDS

All players flip any uninjured *exhausted* (facedown) **Asset cards** faceup. Refreshed (faceup) cards are considered *ready*.

#### 2. HEAL INJURIES

For each gladiator or slave with an **injury token** (and *exhausted*), make a **healing roll**.

**On a 4-6**, remove the injury token and *refresh* the card.

**On a 2-3**, the gladiator or slave remains injured this turn.

**On a 1**, the gladiator or slave has died and is placed faceup in the Market discard pile.

### 3. BALANCE THE LEDGERS

You receive 1 gold for each *ready* slave you possess.

You must pay 1 gold for each *ready* gladiator. If you are unwilling or unable to pay for your gladiators, you must discard a gladiator for every unpaid gold.

## 2. INTRIGUE PHASE

### 1. DRAW CARDS

All players draw **3 new Intrigue cards** into their hand (this may increase your hand above your hand size).

Your **hand size** is listed underneath your current **influence**. You may not *end* your Intrigue turn with more cards in your hand than your hand size.


### 2. CASH IN CARDS/PLAY SCHEMES

**Each dominus completes his Intrigue turn starting with the dominus with the host marker and going clockwise.**

During the Intrigue phase, players are free to discuss the cards they wish to play, barter for favors and pay gold to each other to secure assistance. Asset cards may *not* change hands during this phase. Intrigue cards may *never* change hands between players.

You may **cash in** cards for gold, use **special abilities**, and play **schemes**; performing actions in any order.

#### Cash in cards


 Intrigue cards can be cashed in for the gold value listed at the bottom. Place the card faceup in the Intrigue discard pile and take the amount of gold listed from the Bank.

#### Special abilities

**House Special Rules:** Each house has special rules on their house card that may only be used in this phase.

**Card Special Abilities:** Slaves and some gladiators have *Intrigue* special abilities that must be used during this phase, if possible (see the card for full details and exceptions).

#### Playing schemes

 Each **scheme** has an **influence level** required to play the card. If your current influence is *equal to or greater* than the influence required, you may play the scheme.

Declare which dominus is the target (even yourself).

If you do not have enough influence to play a scheme by yourself, **you may ask other players for support**. If they agree, you may play the scheme as if your influence was equal to the total of all the supporting houses' influence. Once a dominus has agreed to support a scheme, that support may not be withdrawn.

A scheme may be supported by any number of houses. Their support does not change your actual influence or affect anything other than your ability to play that one scheme (do not move anyone's Influence markers).

You are not required to show your opponents your scheme before asking for their support, or even tell the truth about your scheme.

If you have enough influence to play a scheme and it is not **foiled**, the scheme is successful; its effects take place immediately and any costs of the card are paid. Then place the successful scheme faceup in the Intrigue discard pile.

#### Reactions

Each **reaction** indicates when it may be played (they are not limited to the Intrigue phase). They also have a required influence level to play, but you may not receive support when playing a reaction. After playing a reaction, place it in the Intrigue discard pile.

A *Foil a Scheme* reaction card may be played immediately following another dominus attempting to play a scheme in their Intrigue phase. You may foil any scheme; not just those targeting yourself. You may not foil a reaction (unless a card states otherwise).

When a scheme is foiled, none of that scheme's effects take place (including any associated costs). Place the foiled scheme faceup in the Intrigue discard pile.

#### Guards

You may only use a guards to foil a scheme targeting your house. Discard a guard card and roll a dice:

**On a 4-6**, the scheme targeting your house is foiled.

**On a 1-3**, that guard attempt has failed.

You may make as many guard attempts as you have guards. After a failed attempt, you may alternately foil the scheme with a reaction from your hand. Even if your guard attempt fails, the guard is still discarded.

Guards may be kept in your hand, or deployed to the table at any time as an **asset** (and may then be sold or traded during the Open Market phase). Once on the table, they may not be moved back into your hand. Both guards in your hand and on the table may be used to foil a scheme targeting you.

## 3. MARKET PHASE

### 1. OPEN MARKET

Players may buy, sell and trade **asset cards** with other players and sell assets to the bank. There is no turn order; players may make deals at will.

This is the only time gladiators, slaves, equipment and guards may change hands with other players.

An asset's gold value has no effect when bartering; all deals concerning asset cards and gold are permitted.

Intrigue cards may *never* be traded or sold between players, and may not be discarded for gold in the open market.

To sell an asset card to the bank, discard the asset and take the card's gold value from the bank.

When there are no more trades, pick up and conceal your gold. When all players have picked up their gold, open market ends and the **auction** begins. This is the only time when gold may be concealed, and it remains concealed until after you've bid for hosting honors.

### 2. AUCTION

Place a number of cards from the Market deck equal to the number of players, facedown in a row. Reveal the first card.

All players bid; the winning bidder adds the card to their house and the next card to be auctioned is revealed.


**To bid on an asset**, place a secret amount of gold in your fist, then extend your fist above the table.

Once all players have their fists over the table, everyone opens their hands to reveal their bid. The highest bidder wins, puts their gold in the bank and claims the asset. All other bidders keep their gold.

If 2 or more players are tied for the highest bid, they each place the gold from their first bid on the table, then only they participate in another round of concealed bidding. Their second bids are added to their initial bids. Bidding continues until one player has the highest total bid.

If all bidders bid 0 gold, in the first or subsequent rounds of bidding, the auction is a **failed auction**: no one claims the prize and the card is discarded. Any bids on the table from previous rounds of bidding are returned to the players' hands.

### 3. BID FOR HOSTING

 Players bid for the **hosting honors** in the same way as for an auction. The winning player receives the **host marker**.

Bidding for hosting is the only time the host marker changes hands. The winning bidder will host the games this turn and go first in the next Intrigue phase.

All normal bidding rules apply, but if there is a failed auction, all the participating bidders roll a dice: the dominus with the highest result wins the host marker.

Finally, players return their remaining gold to the treasury on their house cards.

## 4. ARENA PHASE

### 1. HONOR TO THE HOST

The dominus who won the host marker in the previous Market phase is the **host** this turn and receives **1 influence**.

### 2. HOSTING THE EVENT

The host must fill 2 openings in the games with **combatants** (a gladiator or slave selected to fight in the arena) by offering players an **invitation** one at a time (he may invite himself).

#### Invitations

The first Dominus who accepts an invitation chooses a gladiator or slave from his house and places his **gladiator figure** on the board on the hex marked I.

He then places his **combatant's card** on the edge of the arena, along with any **equipment cards** the combatant is using (up to 1 of each type: *Weapon, Armor and Special Equipment*). Once made, these card selections may not be altered.

The host then offers an invitation to a second dominus, who, if he accepts, commits their combatant and equipment and places their figure on the hex marked II.

Gold may change hands at any time, but asset cards may not change hands during the Arena phase.

#### Declining an invitation

A dominus **unable or unwilling to accept an invitation loses 1 influence**.

The host then invites another dominus. If, after all other players have been invited, there is still an opening in the games, the host must invite himself.

If only 1 dominus accepts an invitation, no match is fought, and the phase ends. Start the next game round.

Hosts may solicit bribes, deals and promises from the other players to secure or avoid an invitation.

### 3. TRIBUTE

**Tribute** is paid to the owners of **avored** combatants. Invited players receive **2 gold per favor token** or **6 Gold for a champion token** on their combatants.

### 4. PLACE WAGERS

All players may simultaneously place **wagers** on the outcome of the games, by placing 1 to 3 gold on the desired board corner and capping their stack with a house token. You may place no more than 3 gold on any given wager.

If betting simultaneously causes a problem, optionally start with the host, and take turns betting individually.

**Victory (pays 1 to 1):** If the selected combatant wins, the bank pays 1 gold for every gold bet. Participating players may not bet against their combatant.

**Injury (pays 2 to 1):** If either combatant is injured, the bank pays 2 gold for every gold bet.

**Decapitation (pays 2 to 1):** If either combatant is decapitated, the bank pays 2 gold for every gold bet.

### 5. COMBAT

Once all players have finished placing wagers, combat begins.

### 6. VICTORY AND DEFEAT

The **victorious dominus gains 1 influence**, and the **victorious combatant receives a favor token** (placed on his card).

#### Champions

When a combatant receives his third favor token, he becomes a **champion**. Return all his favor tokens and replace them with a **champion token**.

He keeps this for remainder of the game (or his life).

A dominus who acquires a champion through victories in the arena, or from another player, gains 1 influence.

A dominus who loses a champion for any reason loses 1 influence.

#### Settling wagers

Players then settle their wagers with the bank. When you win a wager, retrieve the gold you bet from the board in addition to your winnings. Lost wagers are paid to the bank.

#### The Power of life and death

The host must choose whether the defeated combatant lives or dies with a thumbs up or thumbs down gesture. The host may solicit bribes and other favors from players wishing to influence their decision.

**Thumbs Up:** Return the combatant and all equipment cards to his house.

**Thumbs Down:** The combatant is executed and placed in the Market discard pile. All equipment cards are returned to his owner. A host who chooses thumbs down for a combatant with favor tokens loses 1 influence per token. Choosing thumbs down for a champion is not permitted.

### COMBAT

Every combatant has 3 **attributes**: **Attack (ATK)**: red dice; **Defense (DEF)**: black dice; and **Speed (SPD)**: blue dice.

The numbers determine how many dice are in each of the combatant's attribute dice pools. The total number of dice in all 3 pools is a combatant's total **health**.

#### Initiative

Each round of combat begins with an **initiative roll**: each player rolls his available **speed** dice.

The player with the higher total wins initiative and may choose to go first or second this combat round. On a tie, roll again.

#### Combat round

During your combat round, move and attack in the order you choose (move then attack, or attack then move).

You may **move** a number of hexes equal to or less than the number of **speed** dice currently in your attribute pool.

You may **attack** opponents in adjacent hexes. Roll your current attack dice pool while the defender simultaneously rolls his current defense dice pool. Each player then lines up their dice, highest to lowest, creating a dice string. Then compare dice strings: highest to highest, lowest to lowest.

A **wound** is successfully caused if the attack die rolled is greater than the defense die for that position in the dice string. Ties go to the defender.

If the attacker rolls more attack dice than the defender rolls defense dice, **any unopposed attack die roll of 3 or greater causes a wound**. Unopposed rolls of 1 or 2 are failed attacks and deal no wounds.

If the defender rolls more defense dice than the attacker rolls attack dice, the lower unopposed defense dice are ignored; only the higher defense dice are used.

A wounded combatant immediately surrenders a number of dice equal to the number of wounds taken. You may surrender dice from any dice pool: attack, defense or speed.

**No dice pool may be reduced below 1 dice until all pools have only 1 dice left.**

#### Defeat

A combatant is **defeated** when any of his attribute dice pools are reduced to 0. There are 3 levels of defeat:

**Yield:** Any single dice pool is reduced to 0. There are no other ill effects, however the combatant is at the mercy of the host.

**Injury:** 2 dice pools are reduced to 0. Exhaust the combatant's card and place an **injury token** on it.

**Decapitation:** All 3 dice pools are reduced to 0. The combatant's card is placed in the Market discard pile and any equipment cards returned to the controlling dominus.

### WINNING THE GAME

**If only one dominus has 12 influence at the end of an Intrigue, Market or Arena phase, he wins the game.**

If 2 players have 12 influence at the end of a phase, they must each select and equip a combatant to fight an arena battle. The winner of the combat wins the game.

If 3 players have 12 influence at the end of a phase, each totals the gold values of their gladiators and equipment (on a tie, roll off).

The 2 players with lower totals fight in the arena as above; then the victor fights the remaining player to determine the winner of the game.

If all 4 players have 12 influence at the end of a phase, each totals the gold values of their gladiators and equipment (on a tie, roll off).

The 2 players with lower totals fight in the arena as above; then the players with the highest totals fight. Finally, the victors of the first 2 combats fight to determine the winner of the game.

No reaction cards may be played in a tie-breaker battle.

### SPECIAL ABILITIES

When a card's special abilities contradict the standard rules, the rules on the cards take precedence.

#### Exhausting cards

When instructed by a card to *exhaust*, flip the card facedown and then apply the rule. Faceup cards are considered *ready*.

Exhausted cards may not be used in any way – they are effectively out of the game until refreshed in the following Upkeep.

They do not count towards schemes; are not counted when balancing the ledgers; may not fight in the arena; may not be bought, sold or traded and are not eligible to be discarded for any reason.

#### Dice modifiers

**Re-Rolling Dice:** You may choose which dice to re-roll; only the final result counts. Unless stated otherwise, re-rolls only apply to your own rolls. If both players have re-rolls, they must be made simultaneously.

**Doubles & Triples:** Re-rolling a dice can result in doubles or triples. Each dice can only count towards one set of doubles or triples.

#### Equipment abilities

**Attack Re-Rolls:** One attack dice may be re-rolled every time you attack.

**Defense Re-Rolls:** One defense dice may be re-rolled every time you roll your defense dice.

**Attack Range:** Some equipment allows you to attack from a greater distance than the usual adjacent hex.

**Speed Attacks:** The attack is resolved as normal, but roll speed dice instead of attack dice.

**Ignore Wound:** After the attack and defense dice strings have been compared, but before surrendering any dice, you may add a wound to the number of wounds dealt.

**Net:** Before rolling speed dice to determine initiative, you may *exhaust* your net to automatically win the roll.

# SPARTAGUS

## 1. UPKEEP PHASE

### 1. REFRESH CARDS

All players flip any uninjured *exhausted* (facedown) **Asset cards** faceup. They are now *ready*.

### 2. HEAL INJURIES

For each gladiator or slave with an **injury token** (and *exhausted*), make a **healing roll**.

**On a 4-6**, remove the injury token and *refresh* the card.  
**On a 2-3**, the gladiator or slave remains injured this turn.  
**On a 1**, the gladiator or slave has died and is discarded.

### 3. BALANCE THE LEDGERS

Receive 1 gold for each *ready* slave.  
Pay 1 gold for each *ready* gladiator.

## 2. INTRIGUE PHASE

### 1. DRAW CARDS

All players draw **3** Intrigue cards.

### 2. CASH IN CARDS/PLAY SCHEMES

Each dominus completes his Intrigue turn starting with the dominus with the host marker and going clockwise.

You may **cash in** cards for gold, use **special abilities**, and play **schemes**; performing actions in any order.



#### Cash in cards

Intrigue cards can be cashed in for their gold value.

#### Special abilities

Play **House special rules** used this phase and **card special abilities** that *must* be used this phase.



#### Playing schemes

If your current influence is *equal to or greater* than the influence required, you may play it.

Declare which dominus is the target (even yourself).

You may ask other players for support.

**Reactions** Each **reaction** also has a required influence level to play, but you may not receive support when playing a reaction.

**Guards** You may only use a guards to foil a scheme targeting your house. Discard a guard and roll a dice:

**On a 4-6**, the scheme targeting your house is foiled.

**On a 1-3**, that guard attempt has failed.

Guards may be kept in hand, or deployed to the table as an **asset** (to be sold or traded during the Open Market phase). They may not be moved back into your hand.

## 3. MARKET PHASE

### 1. OPEN MARKET

Players may buy, sell and trade **asset cards** with other players and sell assets to the bank.

Intrigue cards may *never* be traded or sold between players, and may not be discarded for gold this phase.

### 2. AUCTION

Auction a number of cards from the Market deck equal to the number of players, one at a time. All players bid with gold in a closed fist; the winning bidder pays for the card and all other bidders keep their gold.

### 3. BID FOR HOSTING

Players bid for the **hosting honors** in the same way as for an auction. The winner receives the **host marker**.

On a failed auction, all participating bidders roll a dice and the highest result wins the host marker.

## 4. ARENA PHASE

### 1. HONOR TO THE HOST

The host receives **1** influence.

### 2. HOSTING THE EVENT

One at a time, the host invites 2 players to the games (he may invite himself). These players choose and equip their combatants (up to 1 of each *Weapon, Armor and Special Equipment*) and place them on the board.

**A dominus who refuses an invitation loses 1 Influence.**

### 3. TRIBUTE

Invited players receive **2 gold per favor token** or **6 Gold** for a **champion token** on their combatants.

### 4. PLACE WAGERS

All players may place **wagers** of 1 to 3 gold on the desired board corner and capping their stack with a house token.

### 5. COMBAT

### 6. VICTORY AND DEFEAT

The **victorious dominus gains 1 influence**, and the **victorious combatant receives a favor token**.

A combatant who receives his third favor token becomes a **champion**. Replace his favor with a **champion token**. A dominus who acquires a champion gains 1 influence. A dominus who loses a champion loses 1 influence.

**Settle wagers:** retrieve the gold in addition to winnings.

The host chooses whether the defeated combatant lives or dies with a thumbs up or thumbs down.

# SPARTAGUS

## 1. UPKEEP PHASE

### 1. REFRESH CARDS

All players flip any uninjured *exhausted* (facedown) **Asset cards** faceup. They are now *ready*.

### 2. HEAL INJURIES

For each gladiator or slave with an **injury token** (and *exhausted*), make a **healing roll**.

**On a 4-6**, remove the injury token and *refresh* the card.  
**On a 2-3**, the gladiator or slave remains injured this turn.  
**On a 1**, the gladiator or slave has died and is discarded.

### 3. BALANCE THE LEDGERS

Receive 1 gold for each *ready* slave.  
Pay 1 gold for each *ready* gladiator.

## 2. INTRIGUE PHASE

### 1. DRAW CARDS

All players draw **3** Intrigue cards.

### 2. CASH IN CARDS/PLAY SCHEMES

Each dominus completes his Intrigue turn starting with the dominus with the host marker and going clockwise.

You may **cash in** cards for gold, use **special abilities**, and play **schemes**; performing actions in any order.



#### Cash in cards

Intrigue cards can be cashed in for their gold value.

#### Special abilities

Play **House special rules** used this phase and **card special abilities** that *must* be used this phase.



#### Playing schemes

If your current influence is *equal to or greater* than the influence required, you may play it.

Declare which dominus is the target (even yourself).

You may ask other players for support.

**Reactions** Each **reaction** also has a required influence level to play, but you may not receive support when playing a reaction.

**Guards** You may only use a guards to foil a scheme targeting your house. Discard a guard and roll a dice:

**On a 4-6**, the scheme targeting your house is foiled.

**On a 1-3**, that guard attempt has failed.

Guards may be kept in hand, or deployed to the table as an **asset** (to be sold or traded during the Open Market phase). They may not be moved back into your hand.

## 3. MARKET PHASE

### 1. OPEN MARKET

Players may buy, sell and trade **asset cards** with other players and sell assets to the bank.

Intrigue cards may *never* be traded or sold between players, and may not be discarded for gold this phase.

### 2. AUCTION

Auction a number of cards from the Market deck equal to the number of players, one at a time. All players bid with gold in a closed fist; the winning bidder pays for the card and all other bidders keep their gold.

### 3. BID FOR HOSTING

Players bid for the **hosting honors** in the same way as for an auction. The winner receives the **host marker**.

On a failed auction, all participating bidders roll a dice and the highest result wins the host marker.

## 4. ARENA PHASE

### 1. HONOR TO THE HOST

The host receives **1** influence.

### 2. HOSTING THE EVENT

One at a time, the host invites 2 players to the games (he may invite himself). These players choose and equip their combatants (up to 1 of each *Weapon, Armor and Special Equipment*) and place them on the board.

**A dominus who refuses an invitation loses 1 Influence.**

### 3. TRIBUTE

Invited players receive **2 gold per favor token** or **6 Gold** for a **champion token** on their combatants.

### 4. PLACE WAGERS

All players may place **wagers** of 1 to 3 gold on the desired board corner and capping their stack with a house token.

### 5. COMBAT

### 6. VICTORY AND DEFEAT

The **victorious dominus gains 1 influence**, and the **victorious combatant receives a favor token**.

A combatant who receives his third favor token becomes a **champion**. Replace his favor with a **champion token**. A dominus who acquires a champion gains 1 influence. A dominus who loses a champion loses 1 influence.

**Settle wagers:** retrieve the gold in addition to winnings.

The host chooses whether the defeated combatant lives or dies with a thumbs up or thumbs down.

# SPARTAGUS

## COMBAT

**Attack (ATK):** Red dice

**Defense (DEF):** Black dice

**Speed (SPD):** Blue dice.

**Health:** The total number of dice in all 3 pools.

### Initiative

Each player rolls his available **speed** dice.

The player with the higher total may choose to go first or second this combat round.

### Combat

During your combat round, move and attack in the order you choose.

You may **move** a number of hexes equal to or less than your current number of **Speed** dice.

You may **attack** opponents in adjacent hexes. Roll your current number of attack dice while the defender simultaneously rolls his current defense dice.

Each player then lines up their dice, highest to lowest, creating a dice string. Then compare dice strings: highest to highest, lowest to lowest.

A **wound** is caused if the attack die is greater than the defense die for that position (ties to defender).

If the attacker rolls more dice than the defender, **any unopposed attack die roll of 3+ causes a wound**. Unopposed rolls of 1 or 2 are failed attacks.

If the defender rolls more defense dice than the attacker rolls attack dice, the lower unopposed defense dice are ignored; only the higher defense dice are used.

A wounded combatant surrenders a number of dice, from any pool, equal to the number of wounds taken.

**No dice pool may be reduced below 1 dice until all pools have only 1 dice left.**

### Defeat

A combatant is **defeated** when any of his attribute dice pools are reduced to 0. There are 3 levels of defeat:

**Yield:** Any single dice pool is reduced to 0.

**Injury:** 2 dice pools are reduced to 0. Exhaust the combatant's card and place an **injury token** on it.

**Decapitation:** All 3 dice pools are reduced to 0. The combatant's card is discarded and any equipment cards returned to the controlling dominus.

## WINNING THE GAME

**If only one dominus has 12 influence at the end of an Intrigue, Market or Arena phase, he wins the game.**

## HOUSE SPECIAL RULES



### SEPPIUS

**Meddling:** Exhaust X guards to increase a scheme or reaction's required influence by X, for the rest of the phase.

**Well Connected:** Whenever another dominus's successful scheme yields gold from the bank, receive 1 gold from the bank.



### TULLIUS

**Duplicitous Dealings:** Exhaust 3 slaves, discard up to 3 cards and replace them with new cards.

**To the Mines:** Discard 3 slaves to gain 1 influence.



### SOLONIUS

**Bribes and Pandering:** Pay X gold to reduce any scheme's required influence by X.

**A Finger in Every Pie:** Discard 1 gladiator, 1 slave and 1 guard to gain +1 influence.



### GLABER

**Legionnaire Patrol:** Exhaust 3 guards to draw 1 Intrigue card.

**Dispatch to Rome:** Discard 3 guards to gain +1 influence.



### BATIATUS

**Exhibition Match:** Exhaust 2 gladiators to gain 2 gold.

**Fodder for the Primus:** Discard 3 gladiators to gain +1 Influence.



### VARINIUS

**Will of the Senate:** Once per Intrigue phase, may demand support for a scheme from a single dominus. -1 influence to refuse demand.

**Praetor of Rome:** Exhaust 3 guards to take a guard from the discard pile; place as an exhausted asset. May be used multiple times during your Intrigue turn.



### CALAVIUS

**Eye of the Magistrate:** During your Intrigue turn, you may choose any single house special rule to be suspended until the end of the current Intrigue phase.

**Bring Rivals to Heel:** Gain 1 influence each time another dominus with the host marker loses any influence.

# SPARTAGUS

## COMBAT

**Attack (ATK):** Red dice

**Defense (DEF):** Black dice

**Speed (SPD):** Blue dice.

**Health:** The total number of dice in all 3 pools.

### Initiative

Each player rolls his available **speed** dice.

The player with the higher total may choose to go first or second this combat round.

### Combat

During your combat round, move and attack in the order you choose.

You may **move** a number of hexes equal to or less than your current number of **Speed** dice.

You may **attack** opponents in adjacent hexes. Roll your current number of attack dice while the defender simultaneously rolls his current defense dice.

Each player then lines up their dice, highest to lowest, creating a dice string. Then compare dice strings: highest to highest, lowest to lowest.

A **wound** is caused if the attack die is greater than the defense die for that position (ties to defender).

If the attacker rolls more dice than the defender, **any unopposed attack die roll of 3+ causes a wound**. Unopposed rolls of 1 or 2 are failed attacks.

If the defender rolls more defense dice than the attacker rolls attack dice, the lower unopposed defense dice are ignored; only the higher defense dice are used.

A wounded combatant surrenders a number of dice, from any pool, equal to the number of wounds taken.

**No dice pool may be reduced below 1 dice until all pools have only 1 dice left.**

### Defeat

A combatant is **defeated** when any of his attribute dice pools are reduced to 0. There are 3 levels of defeat:

**Yield:** Any single dice pool is reduced to 0.

**Injury:** 2 dice pools are reduced to 0. Exhaust the combatant's card and place an **injury token** on it.

**Decapitation:** All 3 dice pools are reduced to 0. The combatant's card is discarded and any equipment cards returned to the controlling dominus.

## WINNING THE GAME

**If only one dominus has 12 influence at the end of an Intrigue, Market or Arena phase, he wins the game.**

## HOUSE SPECIAL RULES



### SEPPIUS

**Meddling:** Exhaust X guards to increase a scheme or reaction's required influence by X, for the rest of the phase.

**Well Connected:** Whenever another dominus's successful scheme yields gold from the bank, receive 1 gold from the bank.



### TULLIUS

**Duplicitous Dealings:** Exhaust 3 slaves, discard up to 3 cards and replace them with new cards.

**To the Mines:** Discard 3 slaves to gain 1 influence.



### SOLONIUS

**Bribes and Pandering:** Pay X gold to reduce any scheme's required influence by X.

**A Finger in Every Pie:** Discard 1 gladiator, 1 slave and 1 guard to gain +1 influence.



### GLABER

**Legionnaire Patrol:** Exhaust 3 guards to draw 1 Intrigue card.

**Dispatch to Rome:** Discard 3 guards to gain +1 influence.



### BATIATUS

**Exhibition Match:** Exhaust 2 gladiators to gain 2 gold.

**Fodder for the Primus:** Discard 3 gladiators to gain +1 Influence.



### VARINIUS

**Will of the Senate:** Once per Intrigue phase, may demand support for a scheme from a single dominus. -1 influence to refuse demand.

**Praetor of Rome:** Exhaust 3 guards to take a guard from the discard pile; place as an exhausted asset. May be used multiple times during your Intrigue turn.



### CALAVIUS

**Eye of the Magistrate:** During your Intrigue turn, you may choose any single house special rule to be suspended until the end of the current Intrigue phase.

**Bring Rivals to Heel:** Gain 1 influence each time another dominus with the host marker loses any influence.

# SPARTAGUS

## THE SERPENTS & THE WOLF

### SETUP

Shuffle the new **Market** and **Intrigue cards** into the existing decks.

New **houses** may be used in normal 3-4 player games or may be used to expand games to 5 or 6 players.

### OPPOSED INFLUENCE

**Higher Influence** If the arrow is pointing up, you must have more influence than the target dominus to play the card.

**Lower Influence** If the arrow is pointing down, you must have less influence than the target dominus.

In both cases, you may not play a card with an opposed influence requirement on a dominus whose influence is equal to yours. As usual, you may not receive support for reactions.

## THE PRIMUS

In the **primus**, 2 teams of 2 gladiators face each other in the arena.

### Declaring a Primus

At the start of the Arena phase, after Honor to the Host (+1 Influence) has been received, the host may declare the Arena phase a **primus** if their current influence is 10 or higher.

When the Reaction card *A Spectacle of Blood & Death* is played, the host **must** declare a primus, regardless of their current influence. This card may be played on a host who already has 10 or more influence.

### Primus Invitations

In a primus, the host must issue **4 invitations** in any order. No dominus may receive a second Invitation until all players have been invited once, and no house may be invited more than twice. Any dominus declining an invitation to the primus loses 1 influence as normal and may not be invited again.

Teammates may not share equipment.

### Forming Teams

Once all invitations have been issued and 4 combatants have been committed, the host must create 2 teams of 2 combatants. If a single dominus provides 2 combatants, both of them must be paired as a team.

After the teams are announced, the players on Team I both place their models adjacent to starting position I on the board, followed by the players on Team II placing theirs adjacent to starting position II.

### Failed Primus Attempt

If the host is unable to secure 4 combatants, the primus is canceled. The first 2 players who accepted an invitation fight using the normal 2 player rules.

### Wagers

Wagers are placed as normal, however a wager placed on **victory** pays if the team wins the match, not an individual combatant. Wagers on **injury** pay if any of the 4 combatants are injured. Wagers on **decapitation** pay if any of the 4 combatants are decapitated.

### Combat

To determine initiative, all combatants roll their speed dice, keeping their dice pools separate. The combatant with the highest result may choose whether their team goes first or second. On a tie, compare the results of the 2 team members with lower rolls; the higher of those may choose to go first or second. If the lower rolls are also tied, everyone re-rolls.

When it is a team's turn in a round, select a combatant to have his turn, after which play passes to the opposing team and they do likewise. Play alternates between the teams until all combatants have had a turn, at which point the round ends and a new one begins. The order in which a team's combatants have a turn is up to the controlling players. If a dispute arises, roll off. All other combat rules apply.

When combatants' special rules refer to *when attacking* or *when defending*, the special rule only applies to that combatant.

When a combatant is defeated, remove their model from the arena and continue play normally.

Combatants are forbidden from attacking a teammate.

Gladiators with the *Treacherous* special ability may join the opposing team at the beginning of any combat round before determining initiative. *Treacherous* may not be used if that gladiator is the sole remaining member of his team.

### Victory and Defeat

A team is declared the winner when all the combatants from the other team are defeated. Players with combatants on the winning team all gain 1 influence, regardless of their combatant's condition. Surviving combatants on the winning team each receive a Favor token as normal. You may only receive 1 influence for winning a primus, even if you have 2 combatants on the winning team.

### The Power of Life and Death

All of the losing team's combatants are subject to a single judgment of the host.

## THE SHADOW OF DEATH

### SETUP

Shuffle the new **Intrigue cards** into the existing deck.

The new **house** may be used with any number of players. With both expansions, you can play with up to 7 players.

### FESTIVAL INTRIGUE CARDS

**Festival** Intrigue cards are played at the start of an Arena phase, before any invitations are issued. All the normal rules for reactions apply (eg, you may not ask players for support, and the host may not use guards to foil them).

**Only 1 Festival Intrigue card may be played per Arena phase.** If more than 1 dominus wants to play one, the dominus with the highest influence plays his. On a tie, the host may choose which of the tied players may play their card. Unplayed cards are kept in their players' hands.

Each Festival card says whether the host *must* or *may* declare a primus. When a Festival requires or allows the host to declare a primus they must, or may, do so *regardless* of their current influence.

Festivals follow the normal rules for a primus, with exceptions listed on the card.

If the host fails to secure enough players for a primus, the Festival card is discarded with no effect. The first 2 players to accept an invitation fight a 2 person match as normal.

## BOASTS



Cards indicate when to play **Boast tokens** on gladiators. A gladiator may not have more than 1 Boast token.

You may not trade, give, or sell gladiators with Boast tokens to other players or the bank.

If one of your gladiators with a Boast token wins in the arena, remove his Boast token.

If one of your gladiators with a Boast token is defeated in the arena, remove his Boast token and **lose 2 influence**.