

THE SERPENTS AND THE WOLF RULEBOOK



SPARTACUS™

A GAME OF
BLOOD AND TREACHERY

GAME EXPANSION

The shadow of Rome has fallen over Capua. The influential houses of Seppius and Varinius are now vying for power! Take schemes to new heights... and treacheries to new depths!



BOX CONTENTS

31 New Market Cards
55 New Intrigue Cards
2 New House Cards
50 Tokens & Coins
2 Gladiator Figures
26 Dice
Rulebook



NEW MARKET & INTRIGUE CARDS

Spartacus: The Serpents and the Wolf expansion includes new Market and Intrigue Cards to add to your copy of *Spartacus: A Game of Blood and Treachery*. Each new card is marked with a small serpent head. To add these cards to your game, simply shuffle them all into your existing Market and Intrigue Decks. All the cards are recommended in every game, regardless of how many people are playing.



Set Symbol

NEW HOUSE CARDS

Spartacus: The Serpents and the Wolf introduces 2 new Houses to add to your games. These Houses may be used in normal 3 to 4 player games or may be used to expand your games to 5 or 6 players.

PLAYING 5-6 PLAYER GAMES

Playing with 5 or 6 players doesn't change any of the core rules of the game. Games with 5 or 6 players will take a little longer - but the Expansion's Intrigue Cards have lots of new opportunities to gain Influence! The expansion includes enough dice, tokens and figures for up to 6 players.

THE PRIMUS

This expansion allows for fights in the Arena with 4 Combatants, doubling the blood and glory!

OPPOSED INFLUENCE

Some Reaction Cards in *The Serpents and the Wolf* Expansion have arrows in place of their Influence Requirements.



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. You may not receive support for Reactions, as usual.

EXAMPLE

During the Auction, Sally has 9 Influence and John has 8 Influence. *Spartacus* is up on the auction block and everyone is bidding high: Sally bids 8 Gold, and John bids 9 Gold. Seeing the bids, Sally now has the chance to play her "Submit to your Betters" Reaction, which requires her to have higher Influence than her Target. Sally decides to play the card on John, reducing his bid to 7 Gold: Sally takes *Spartacus*!



Glaber and Seppius negotiate terms

HOUSE SEPPIUS

Seppius and his sister Seppia are the last surviving members of a powerful noble Roman family in the city of Capua. Born into privilege, Seppius obstinately presses advantage, seeking to avenge his cousin Sextus's murder and secure Rome's favor.



Meddling: This allows Seppius to raise the Influence Requirement of a single card. A card targeted by Meddling that can no longer be played due to the increased Influence Requirement is returned to the Dominus's hand. If they have another copy of the same card, its Influence Requirement is not affected. A Dominus may attempt to play a Meddled card again if they are able to garner sufficient Influence to meet the newly adjusted Requirement. A card's adjusted Requirement persists until the end of the current Game Phase (Intrigue, Market or Arena). Meddling may not be used on Opposed Influence cards.

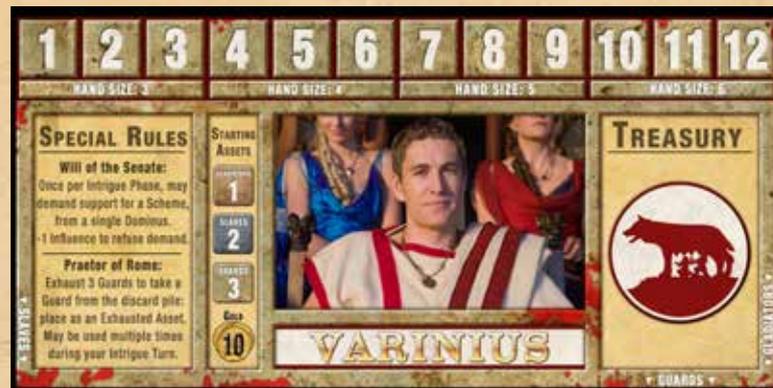
EXAMPLE

Pete has 7 Influence and plays the Scheme "A Visitor from Rome", which requires 6 Influence. Liz is playing Seppius and decides to use her "Meddling" ability: she Exhausts 2 of her Guards, changing the Required Influence of the card to 8. At this point, Pete either needs to put the card back into his hand to play next turn or solicit support from another Dominus for additional Influence.

Well Connected: Seppius's House has deep roots in the city of Capua and Capua's fortunes are tied to the House of Seppius. Any time a Dominus other than Seppius successfully plays a Scheme Card which pays Gold from the Bank Seppius also receives 1 Gold from the Bank. This Gold is NOT subtracted from the amount generated by the Scheme.

HOUSE VARINIUS

Varinius is a Praetor of Rome and a favorite son of the Senate. With the legions of Rome at his call and the authority of the Senate bolstering his plans, the fates shun any that refuse to bend knee to his will.



Will of the Senate: Varinius may demand support for a single Scheme from any one Dominus, once per Intrigue Phase. As with all negotiations, Varinius is not required to reveal the Scheme Card for which he is demanding Influence. Players may refuse to bow to Varinius' demand but will suffer a loss of -1 Influence. Varinius may use this ability to call for support for any Dominus's Scheme (not just his own).

Praetor of Rome: Varinius may call upon Rome for the support of her legions. Varinius may not use this ability if there are no Guards in the discard pile. Guards retrieved from the discard pile are placed on the table face down as an Exhausted Asset. In games including House Varinius you may opt to keep a separate discard pile for Guard Cards to help expedite the use of this Special Rule.



Seppia, Varinius & Cossutius

THE PRIMUS

The Primus is the main event - the grand conclusion to the Games. 2 Teams of 2 Gladiators face each other in the Arena. An Influential Dominus pulls out all the stops to sate the bloodlust of the crowd and see ambitions fulfilled.

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.

Note: 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, forcing them to declare a Primus.



PRIMUS INVITATIONS

In a Primus, the Host must issue 4 Invitations. No Dominus may receive a second Invitation until all players have been invited once. No House may be invited more than twice. The Host may invite players in any order they like. Any Dominus declining an Invitation to the Primus loses 1 Influence as normal and may not be invited again.

Note: Teammates may not share Equipment: each Combatant must be given Equipment individually.

EXAMPLE

John is hosting a Primus. First, he invites Sally, who accepts. He then invites Pete, who doesn't have any Gladiators. Pete declines and loses an Influence, rather than sending one of his Slaves. John then invites Liz, who accepts with her only Gladiator. John invites himself and accepts.

John has now invited everyone once and still has one more Invitation. He can't invite Pete again because Pete has already declined an Invitation. John issues a second Invitation to Liz, who doesn't have another Gladiator. She's close to winning, so she decides to send one of her Slaves, rather than lose an Influence.

FORMING TEAMS IN A PRIMUS

Once all 4 Invitations have been issued and 4 Combatants have been committed, the Host must create 2 Teams of 2 Combatants. If a single Dominus is providing 2 Combatants, both their Combatants must be paired as a Team.



After the Teams are announced, the players on Team “I” will both place their Gladiator models adjacent to starting position “I” on the Arena board followed by the players on Team “II” doing likewise.

TIP Twice the Invitations equals twice the opportunity to deal! A shrewd Host will be able to double his advantages by hosting a Primus.

FAILED PRIMUS ATTEMPT

If, for any reason, the Host is unable to secure 4 Combatants, the Primus is canceled and the first 2 players who accepted an Invitation fight following the normal 2 player rules.

WAGERS IN A PRIMUS

Placing Wagers in a Primus event follows all the normal rules for Wagers with the following clarifications. First, 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.



The Primus



COMBAT IN THE PRIMUS INITIATIVE

To determine Initiative in a Primus, 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. In the case of 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.

EXAMPLE

John and Sally are Team I. Liz's two Combatants make up Team II. To determine Initiative, everyone rolls their Combatant's Speed dice. John rolls a 13, Sally rolls 11, Liz rolls a 13 and a 5. Since the 2 Teams' higher rolls are tied, the Teams compare their lower rolls: Sally's 11 beats Liz's 5. Sally then decides whether her Team goes first or second.

ALTERNATING COMBAT TURNS

When it is a Team's turn in a Round the Team must select a Combatant to go (move/attack or attack/move) after which play then passes to the opposing Team and they do likewise. Play then alternates between the Teams until all Combatants have gone once, at which point the Combat Round ends and a new one begins. The order in which a Team's Combatants go is up to the controlling players. If a dispute arises, roll off. All other Combat rules apply.

Note: When Combatants' special rules refer to "When attacking" or "When defending", the special rule only applies to that Combatant. For example, Gannicus has the special rule "RELENTLESS: When attacking, wins ties." His special rule only applies to attacks made by Gannicus, not attacks made by his Teammate.

DEFEAT IN A PRIMUS

When a Combatant is defeated (Yield, Injury or Decapitation), remove their model from the Arena. Play then continues normally.

HONOR IN THE PRIMUS

Upon the sacred sands of the Arena Gladiators adhere to the *Code of the Brotherhood*. Combatants are forbidden from attacking a Teammate.

TREACHERY IN THE PRIMUS

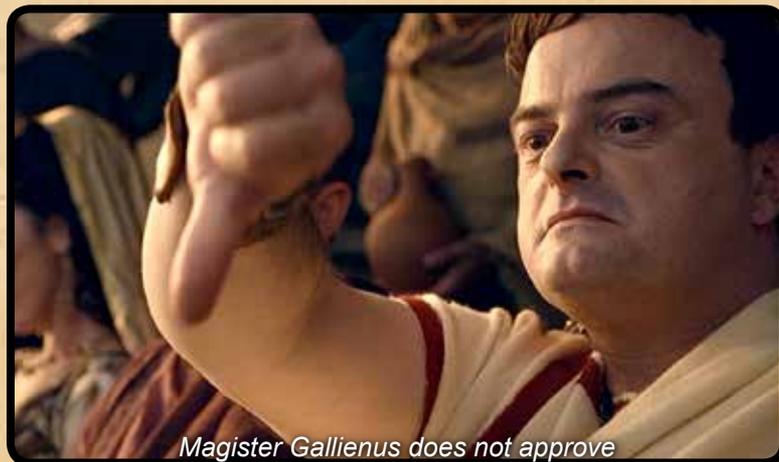
There are a few Gladiators with the "Traacherous" special ability. This allows them to join the opposing Team during a Primus. Traacherous Gladiators may switch Teams at the beginning of any Combat Round before determining Initiative, possibly making it a 3 on 1 fight! "Traacherous" may not be used if the Traacherous Gladiator is the sole remaining member of his Team.

WINNING A PRIMUS

A Team is declared the winner of the Primus 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 & DEATH - PRIMUS STYLE

All of the losing Team's Combatants are subject to the whim of the Host. Only a single judgment may be rendered. All of the defeated Combatants will be spared or put to the sword at the turn of the Host's thumb. It's good to be the Host.



BLOOD & TREACHERY

GAMEPLAY DETAILS

ETIQUETTE OF INTRIGUE

When thinking about playing a Scheme, you are free to solicit as many deals/bribes/offers as you'd like. You may show your card(s) to other players, or not.

Once you've gathered any support you might need, play your Scheme by placing it face up on the table. At this point, you've committed to playing the Scheme and may not put the card back in your hand unless forced to do so by a game effect.

After playing the Scheme, announce the Target Dominus. At this point, the Target may still be changed; other players may try to Influence your choice. Once anyone attempts to Foil the Scheme, either with a Reaction or Guard, the Target Dominus may not be changed.

EXAMPLE

John is holding the Scheme, "Poisoned Wine" that will injure a Slave or Gladiator of his choice. Before playing the card, he muses that he'd like to target Liz, who has a powerful Gladiator. Liz offers to pay John a Gold not to target her; he agrees and accepts the bribe. With sufficient Influence to play the card, John places the Scheme on the table and announces that he is targeting Pete. Pete responds by offering John 2 Gold to break his word to Liz and target her despite his promise! John decides to honor his deal with Liz and affirms that the Scheme is targeting Pete. At this point, Pete announces that he is going to attempt to Foil the card using one of his Guards. It is now too late for John to choose a different Target and the fate of Pete's Gladiator is left to the roll of the dice...

TIP When you're holding a card that could hurt other players, you may be able to extort quite a bit of Gold or favors from your rivals, in exchange for staying your hand... without even playing the card!



SURVIVOR INSTINCT

In the Arena, the Combatants are fighting for their lives: regardless of how their Dominus's Gold is wagered. When rolling dice in the Arena, you must roll all your available dice. When attacking, defending or determining Initiative, you must roll all your Attack, Defense and Speed Dice, respectively.

TIE-BREAKING TOURNAMENTS

When a Game Phase ends with 2 or more players with 12 Influence, the winner of the game is decided in a tie-breaking Tournament. For full details on running a Tournament, see pg. 17 of the main Blood & Treachery rulebook.

If a tied Dominus is unable to provide a Combatant, they lose an Influence and do not participate in the Tournament. If none of the tied players are able to supply a Combatant, they each lose an Influence, the Tournament is canceled and the game continues. If only one tied Dominus is able to supply a Combatant to the Tournament, that Dominus wins the game.

Note: Combatants recover all lost Attribute Dice between rounds of a tie-breaking Tournament, if they are not injured or decapitated.

5 AND 6 PLAYER TOURNAMENTS

In a 5 or 6 player tie-breaking Tournament, total the Gold Values of each player's Gladiators and Equipment (if the Gold Values are tied, roll off). The 4 players with the highest totals then participate in a 4 player Tournament, as explained on pg 17 of the main rulebook. The remaining players do not participate in the Tournament.

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