

# ORACLE OF CAPUA

The Oracle of Capua hears the questions of the faithful and imparts wisdom as directed by the gods, via goat entrails and the like. Her proclamations are recorded by the Oracle's faithful scribe - Peteicus the Meticulous. This document serves as a repository of answers and clarifications for *Spartacus: a Game of Blood and Treachery* and may be updated from time to time to address questions deemed worthy by the Oracle. All answers provided in this text are to be considered "official".



*"No longer is the pilgrimage needed to Delphi. Those seeking the consideration of the gods need only bow to the oracle of Capua." – Ilithya*

## UPKEEP

**Question:** Does the game begin with Upkeep and do we have to Balance the Ledgers on the first turn? If so why?

**Answer:** Yes, the game begins with Upkeep on the first turn and you do Balance the Ledgers. This is important as it exposes players to the economy of the game from the very beginning. Understanding how Slaves and Gladiators affect your Treasury is essential to the critical decisions that need to be made throughout.

**Question:** Can my Influence total go to less than 1 or higher than 12?

**Answer:** No, a Dominus' Influence may never fall below 1 or rise beyond 12.

**Question:** When a Ready (face up) Gladiator is Injured is the card Exhausted (flipped face down)? Does a Gladiator with an Injury Token Refresh during Upkeep as normal?

**Answer:** Any Gladiator or Slave that receives an Injured Token is immediately Exhausted (flipped face down) regardless of the source of the Injury. Gladiators and Slaves remain Exhausted until Healed during Upkeep. For full details on Exhausted cards see page 17 of the main rulebook.

**Question:** Do Injured (and therefore Exhausted) Gladiators or Slaves count towards Balancing the Ledgers?

**Answer:** No, a Slave or Gladiator forced to remain Exhausted due to an Injured token is ignored for the purpose of Balancing the Ledgers.

# INTRIGUE PHASE

**Question:** Can Solonius' Special Rule **Bribes and Pandering** be used on another Dominus' Scheme? What happens to the Gold paid if a Scheme affected by **Bribes and Pandering** is Foiled?

**Answer:** Solonius may only use **Bribes and Pandering** on Schemes he plays in his own Intrigue Phase. He may not pay to lower the required Influence of a Scheme played by another Dominus. Bribes and Pandering is a separate action from playing an actual Scheme. If a Scheme which Solonius used **Bribes and Pandering** to lower the required Influence of is Foiled, the Gold spent using **Bribes and Pandering** is NOT refunded.

**Question:** When playing a Scheme, when exactly is it OK to make deals? When is it too late to change your Schemes target? When is it too late to decide not to play the Scheme at all?

**Answer:** All of these questions fall under the topic of the Etiquette of Intrigue and are largely a sportsmanship issue. If your play group requires a more structured approach to the playing of Schemes we recommend the following guidelines.

When thinking about playing a Scheme, you are free to solicit as many deals, bribes or promises as you'd like. You may show your card(s) to other players, or not. Once you've gathered any support you might need, place the Scheme face up on the table. After placing your Scheme on the table, 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.

**Question:** Can I Foil my own Scheme?

**Answer:** No, a Dominus may not play a Reaction Card to Foil a Scheme they set in motion during their turn in the Intrigue Phase.

**Question:** When is it too late to play a Reaction card in response to a card or event? What happens if two players want to play Reaction cards at the same time?

**Answer:** From page 8 of the main rulebook: Some Reaction Cards state 'Foil a Scheme'. These may be played immediately following another Dominus attempting to play a Scheme in their Intrigue phase.

In this case, "immediately following" refers to the time between when a player plays a Scheme and when that Scheme is resolved. During this time, multiple Reactions may be played. For example, John targets Sally with a Scheme. Sally then Foils John's Scheme. John plays **Jupiter's C\*\*k**, Foiling Sally's Reaction. Sally could then play another Reaction from her hand to foil John's initial Scheme or she could use a Guard. When all players are finished reacting to the Scheme, play moves on.

Playing Reactions is not a race. If two players both want to React to the same Scheme (say two players want to use **Support from Rome** to take a Guard from the discard pile), roll-off to see which player has the opportunity to react first. Similarly, every player needs to have an opportunity to react to each Scheme. You may not rush to resolve a Scheme in hopes of denying other players the opportunity to react.

Some Reactions may be played multiple times in reaction to an in-game event. For example, a Dominus with an empty treasury may be hit with more than one **Destitute!** Reaction Card or a Dominus who's lost their Gladiator in the arena may benefit from more than one **Blood on the Sands** Reaction Card.

## MARKET PHASE

**Question:** *What happens if the Market Deck runs out of cards? Do we reshuffle the discard pile?*

**Answer:** No, do not reshuffle the Market Discard pile. If the Market Deck is exhausted in the course of a game, the Market Phase proceeds without an Auction. After the Open Market part of the Phase, proceed directly to Bid for Hosting. There are simply no more new assets available. This avoids the issue of slain Gladiators returning from the dead and speeds up the end of the game.

**Question:** *If I'm at 11 Influence and win the bid for hosting, do I win the game at the end of Market?*

**Answer:** No: you don't gain your Influence for being the Host until the beginning of the Arena Phase. You need to hold on to your 12 Influence for the duration of the following Arena Phase (and be the only Dominus with 12 Influence at the end of that Phase).

## ARENA PHASE

**Question:** *What happens if one or both of the players in the Arena are cowards and refuse to fight, running endlessly around in circles avoiding combat?*

**Answer:** Fights in the Arena are quick, bloody and brutal. There is no place for cowardice upon the sacred sands. If a player or players, for whatever reason, refuse to engage in combat remind them that brutal fights are a part of the game and that there is little to be gained by delaying a fight. Deliberately delaying the game for no tactical advantage is simply bad sportsmanship and rude to the other players. Such behavior is contrary to the spirit of the game. Remember page 2 of the rulebook, the most important rule of the game is don't be an ass.

**Question:** *When rolling dice in the Arena Phase, can you choose to roll less than your full amount to try to throw the fight? Can you choose not to roll?*

**Answer:** In the Arena, Combatants are fighting for their lives: regardless of what their Dominus's intentions and goals may be. When rolling dice in the Arena, you must roll all your available dice. When attacking, you must roll all your Attack dice; when defending, you must roll all your Defense dice; when rolling for Initiative, you must roll all your Speed dice.



## ARENA PHASE, CONTINUED

**Question:** A few questions about **Rigging the Match**: can **Rigging the Match** be used to swap a Slave in for a Gladiator? Can I use **Rigging the Match** on my own Gladiator? What happens to Tribute Gold paid for a Favored Gladiator if he is swapped out by **Rigging the Match**?

**Answer:** Participants in an Arena combat are called Combatants. Cards and effects that refer to Combatants affect anyone fighting in the Arena. Cards that refer to Gladiators can only affect Gladiators while cards that refer to Slaves can only affect Slaves. In the specific case of **Rigging the Match**, only another Gladiator may be substituted for the original Gladiator. If the target Dominus has no other Ready Gladiators, the Reaction may not be played.

The Dominus who played the **Rigging the Match** decides which Gladiator replaces the original Gladiator. A Dominus may target their own Gladiator with **Rigging the Match**. Any Dominus who committed a Gladiator to fight may be targeted, including the Host.

Since **Rigging the Match** is played well after Tribute is paid, a Dominus retains any Gold that was paid in Tribute. A Dominus will not receive Tribute if the replacement Gladiator has a Champion or Favor Tokens.

Any Equipment Cards committed to the match are transferred to the new Gladiator. Once Equipment Cards are committed to a fight, they cannot be changed.

If a second **Rigging the Match** Reaction is played in the same Arena Phase, the original Gladiator is eligible to be placed back in the fight.

**Question:** What happens in a Tie-Breaker Tournament if one or both of the participants are unable to supply a Combatant for the event?

**Answer:** 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.

**Question:** Can I play Reactions (**Rigging the Match**, **Blood on the Sands**, etc) in a Tie-Breaker Tournament?

**Answer:** No, currently no Reaction cards may be played in a Tie-Breaker Tournament. The Tie-Breaker Tournament is outside the normal flow of the game and is not a true Arena phase. There is no Host, no Tribute paid, no wagering and no Favor gained.

**Question:** Do Auto-Blocks from Crxius's Impervious Special Rule block Auto-Wounds from Spartacus's Vengeful Special rule? What about Extra wounds caused by an Ax?

**Answer:** Auto-Blocks do block Auto-Wounds: both of these Special Abilities take place after comparing dice strings. In situations like this, advantage goes to the defender. Each "Auto-Wound" can be treated as an "Extra Wound". Similarly, each "Auto-Block" can be treated as "Ignore a Wound". Therefore Auto-Blocks may also be used to ignore a wound caused by an Ax (and other similar Equipment). See pg. 18 of the main rulebook for full details on Extra Wounds and Ignoring Wounds.

# THE SERPENTS AND THE WOLF FAQ

**Question:** *Can the Host thumbs down a Primus team that has a Champion?*

**Answer:** No, they may not.

**Question:** *When a Host gives a Primus Team with two Favored Gladiators the “Thumbs Down”, how much Influence does the Host lose?*

**Answer:** The Host always loses a number of Influence equal to the number of Favor Tokens on the Gladiators he’s condemned to death. For example, if a Host gives a “Thumbs Down” to a Team that has a total of three Favor Tokens, he would lose three Influence.

**Question:** *When a Treacherous Gladiator switches Primus Teams, does he stay on the new Team for the entirety of the match? Including rewarding Favor and Influence, along with the Host’s Power of Life & Death?*

**Answer:** Yes. When a Treacherous Gladiator switches Teams, he is a member of the new Team for all intents and purposes.

**Question:** *If a Dominus has two Combatants on the same Primus Team, one of whom is Treacherous, can their Treacherous Gladiator switch sides? Are they allowed to have a Combatant on both sides of the match? If yes, what happens?*

**Answer:** It’s a weird situation, but yes. In this case, the Dominus would then have a Combatant on both sides of the match. That cunning Dominus would have then guaranteed themselves a point of Influence for being on the winning side.

It is possible in an even rarer, and weirder, situation to have all the other players’ Combatants defeated, leaving one Dominus with a Combatant on both sides of the match. In this case, the Dominus with Combatants on both sides of the match may choose one of their Combatants to Yield. If they prefer, they can also have their two Combatants duke it out, if they’re hoping for an Injury or Decapitation.

**Question:** *Does Oneomus’s Doctore ability work on both opponents in a Primus?*

**Answer:** Yes, Oenomaus’s Doctore Special Ability will prevent an opposing team from benefiting from their Special Abilities while Oenomaus is a part of the match. If Oneomus is defeated before his teammate, the opposing team may start using their Special Abilities again.

**Question:** *How does the Treacherous ability work with Oenemaus’s Doctore ability?*

**Answer:** A Treacherous Gladiator may not leave his team and join a team that contains Oenomaus, BUT if a Treacherous Gladiator is teamed with Oenomaus, that Gladiator may join the opposing team to betray the noble Oenemaus. In a Primus, Oenemaus’s ability only effects his opponents, not his teammate.

**Question:** *My opponent plays Jupiter’s C\*\*k to Foil one of my Schemes. I have the card My C\*\*k Rages On. Can I use My C\*\*k Rages On to retrieve Jupiter’s C\*\*k from the discard pile, to Foil them having played Jupiter’s C\*\*k?*

**Answer:** No. Jupiter’s C\*\*k isn’t placed in the discard pile until your original Scheme is Foiled, so there’s no opportunity to use My C\*\*k Rages On.