

SPQR & Alexander as ONE (Genesis document)

Version 1.0 (03/14/2004)

The main goal of this work is to play both games without all the micro-differences that causes more than one head scratching, especially when the periods overlap. The chance to use the integrated rulebook comes when trying to play the module "Alexander in Italy" (c3i n° 5), it will be the perfect play testing battle.

In the rulebook, in order to give the player a better knowledge of all integrations I used the following system; all rules that needed some dressing coming from GBoA rulebook are **highlighted in purple**, when coming SPQR rulebook are **highlighted in green** and when I slightly changed them from both rulebooks (there are only a couple of changes, all the rest is just a different wording of some not extremely clear rules) are **highlighted in purple**.

Many differences stay, but I tried to give an explanation.

For some time I toyed with the idea of doing one series rulebook and two separate section gathering each all particular rules only related to either games. But when I realized that I could put everything together in just 32 pages I rejected the option; we already have too many booklet floating around.

Fabio Bernardini

Paragraphs are numbered following the GBoA rulebook not SPQR, being the former the most updated between the two of them.

The Missile Range and Results Chart

Shock Superiority Chart

Initial Clash of Spears Chart

Shock Combat Results Table

They above charts were already put together and provided with SPQR and GBoA modules (Consul for Rome, Phalanx etc.). The ones coming with GBoA last edition are the same and include the most updated errata for both games, so I'll use them.

The only issue is "Depletion" absent in GBoA but introduced with SPQR.

I see no particular reason not to use depletion even with Alexander, so **shock and missile fire should be adjusted when depleted units are involved** as specified in SPQR rulebook and Chart

Leaders Casualty Chart

Here we have two options:

1. Use the GBoA Personal Combat rule (8.4), considering the "Mortality rating" of SPQR Leaders as "Combat Rating" (Roman Leaders don't look good);
2. Personal Combat rule is not used. Use the Chart from GBoA for casualties due to shock or missile combat (it differs slightly from the SPQR Chart, when you get a die roll of 8).

I will opt for using option 1 for battles before 280 BC and option 2 for battle after that date.

Rally Table

This is just a matter of picking one. I opted for the SPQR Table, where 3 TQ units are lumped together with 4,5 TQ units.

The Die roll of Doom Chart

I can see here the attempt by the designer to reflect the different eras and give some of diversification (there is also another version for Cataphract: Paralysis!!), a change that I appreciate.

I personally prefer the one in GBoA, only the player attempting the momentum is punished.

In SPQR you end up scoring a 9 when trying momentum with tribunes and Praefect, in order to cancel the Pirrus or Hannibal activation for that turn. But I will differentiate depending when the battles is fought.

Stacking Chart

We have some small problem here.

GBoA has no Stacking Chart. Nevertheless, while GBoA can fit in the SPQR Stacking Chart quite nicely, the reverse is not true. **Thus the STACKING CHART provided with SPQR is used, so are all Stacking rules (6.6 of SPQR Rulebook)**

Movement Cost Chart

The GBoA Chart includes more terrain type, so I choose this one, with the following changes:

1. The column reserved to *INFANTRY* will actually be used for Phalanx and HI
2. The column reserved to *Skirmishers* will actually be used for Legion, MI, LI, SK;
3. Roman legionary, alae infantry and SK* pay a cost of one movement point to shift any number of vertex;
4. SK pay no MP to change facing in any direction.

Cavalry Pursuit Table

GBoA has no Cavalry Pursuit Table and I've never been a big fan of the Pursuit rule provided in SPQR (I made up a new one that I always use instead).

Two options here:

1. If the CAVALRY CHARGE FORMATION is not in use: use the SPQR pursuit rules (for those who want to explore I'll provide a variant to that rule that gives a real chance to come back for those cavalry units that pursued off map)
2. When using the CAVALRY CHARGE FORMATION the Pursuit rule in GBoA will be in effect. RC can "Form up".

4.0 Leaders

All Leaders in SPQR have all a Line Command rating of 1 (The only exception being Hannibal with a 2).

Only Non Macedonian Leaders use Line Command in GBoA (excluding Modules), this is the case where in my opinion rules are so different that cannot be entirely communized (most of them). I will opt for using SPQR rules for the SPQR armies and GBoA for any army present in GBoA box. So the subordinate Roman leader will have to rely on his OC Strategy rating when attempting a Line Command when not within the OC Command Range.

We already covered the Personal Combat issue when dealing with the Leader Casualty Chart.

4.23 Leaders move under the following circumstances:

The rules from GBoA are clearer to me and make more sense, so we will use them in the following form (I added some clarifying sentences, those in bold):

- They issue an Individual Order to themselves, which counts against the number of orders that leader may issue that phase;
- They may move with any combat unit with which they are stacked and to which an Order **or a Line Command has been issued (either by them or by any other leader)**. They do not have to "stay with the combat unit."
- They receive an Individual Order from their Overall Commander;
- A leader who has issued a LC may -not must- move as part of that line, **even if not stacked with any unit of that line**. He does not have to stay with the line.

4.3 Line Command capability

I prefer the SPQR definition of Line (ragged and rigid) for infantry/elephant, that in my opinion cover any possible situation, so they will be chosen.

As for Cavalry/Chariot, I will use the half Leader's Command Range restriction only when dealing with Persian or Indian Leaders, since a designer's note on the Diadochoi module lifts this restriction for Macedonian Leaders with an "L" on their counters.

4.34 Line Command Eligibility

Use SPQR rules for SPQR leaders and GBoA for GBoA leaders.

Example: while a tribune can roll for momentum even when using the proximity of his OC to issue a Line Command, a Persian Subordinate Leader cannot.

Note the difference between GBoA Leaders who have the Strategy rating printed on them and SPQR where the only Strategy Rating to roll against is that printed on the OC counter.

Note also that while in SPQR a unit included in a line and in an enemy ZOC adds one to the die roll against the Strategy rating, this is not the case in GBoA. I believe this was a result of further play testing when developing SPQR, someone must have pointed out that a unit in an enemy ZOC is busy in fighting the enemy rather than keeping the Command Chain, so we will use the + 1 drm for both.

4.37 Command Restriction

We'll go with the SPQR version. I find more reasonable to restrict both type of command to just their troops, why should it be valid only to Line Command? If the leader had no charisma over friendly troop but his own contingent, issuing individual order should result even harder to him.

4.4 Overall Commanders

There are no changes here except for the fact that OC in SPQR use their Strategic Rating to allow sub. leaders to issue LC and a couple of other things. So we will use the SPQR rules (including all GBoA rules) in the following form (I added some clarifying sentences, those in bold):

Overall Commanders (OC) are those leaders that command the entire army, as designated in each scenario. OC's function like other leaders except that, when Activated, OCs can:

1. leave enemy ZOCs by issuing an Order to themselves;
2. issue Individual Orders to other, friendly leaders (one per leader per Orders Phase) to move them. If the leader to be moved starts in an enemy ZOC it costs the OC two (2) Orders to move that leader. Note that an OC in an enemy ZOC may not issue an Order to move another leader; he must first leave that ZOC;
3. automatically issue Line Commands;
4. use their Strategic Rating (**for those OC that have one printed on their counter**) to allow subordinates to issue Line Commands;
5. use an order (but not a Line Command) to replace eliminated **leaders eligible to be replaced**;
6. use a single, Individual Order to move all units stacked in the same hex; see 6.64.

4.5 Wing Commanders

Stays as it is.

4.6 Leaders and Enemy Combat Units

We'll use the GBoA orderly Withdrawal rule for leaders as well, treat them as a unit with a MA of 9.

With the following exceptions:

1. **Exception to 7.1:** Unlike combat units, a leader can always withdraw one MP when approached by enemy combat units with a MA of 9.
2. In battles fought **from 280 BC on**, a leader can withdraw even when staked with a friendly unit, leaving the same friendly unit behind.

In GBoA, the only LCs with a MA of 9 appear in the last module "Tyrant", while in SPQR leaders can always withdraw up to 3 hexes. Introducing the Exception to 7.1 I put both games together, with just the minor change that even in Tyrant battles leaders can withdraw when alone and approached by those fast LC.

Besides, I don't know whether this was an intended design feature, or just a rule overlooking, I tend to believe the issue just slipped between the cracks.

I never understood why Leaders cannot withdraw like normal units (I already asked), i.e.: when an enemy unit is within 2 hexes and not adjacent. So, since we are fixing things together, if you prefer you can enable all Leaders to withdraw when an enemy unit moves within 2 hexes.

I'll add an **exception** allowing Leaders in battles fought after 281 BC to use orderly withdrawal even when stacked with a friendly unit, leaving that unit behind, to face the incoming shock. I prefer to keep this difference, since behavior of Leaders in Macedonian battles was different (more prone to fight along with their troop, rather than safely watching the battle from a hill).

The SPQR replacement Leader rule (4.54 SPQR rulebook) will be used for Tribunes, Praefect and any other Replacement Counter provided within the counter mix. So we are talking about SPQR Leaders only.

4.8 Carthaginian Command (4.6 On SPQR rulebook)

Stays as it is.

Leader Elephant (4.7 On SPQR rulebook)

Since in GBoA was removed, and since it adds much complexity to achieve so little I opt for definitely removing it.

5.0 Leader activation and orders

Not much to say here. We will keep the following differences:

1. When, and only when, there is a tie and a Macedonian leader is involved, the opponent's Leader with same initiative rating goes (no die rolling) (5.12).
2. OC or WING Macedonian Commander can issue IO to activate a Contingent Commander.

The section in GBoA is the updated one so we'll use it, slightly changed as follow:

5.22 Each Individual Order allows the player to:

1. –
2. –
3. –
4. –
5. –
6. –
7. Replace a killed leader [OC order only]
8. Change Stacking for any one stack of Roman units only

Each Line Command allows all units in one Line to

1. Move any/all units in that line, **including Roman Manipular Line Extension (9.8)**. Moving units capable of firing missiles may do so.

5.3 Momentum

Will use the GBoA rules, which has a better wording, slightly changed as follow:

5.31.....

- Was previously **passed over by a successful trump** (5.44);
- Used his OC to issue a Line Command (**ignore this situation for subordinate leader without a Strategy Rating printed on their counter**);

As for 5.33, there is a significant difference between SPQR and GBoH when you roll two consecutive "9". I don't know why the designer decided as such, but this is clearly intended and the impact is not insignificant. So I will leave the difference for battles fought before or after **280 BC**.

5.4 The Trump Option

Will use the GBoA rules, which definitely clarified who a bypassed leader is (one that has same as or lower initiative rating as the who successfully trumped)

5.5. Elite Commander Initiative

We'll make it optional only when dealing with Alexander. It will apply normally for Pyrrhus and Hannibal.

5.6 Macedonian Contingent Commanders (Optional rule)

Stays as it is, but will be there only for battles fought before 280 BC.

6.0 Movement

6.1

6.2

6.3

For the above paragraphs we'll use the most updated and better written of the two: GBoA rules, with some minor adjustments to take into account the presence of legions.

6.4 Double-Sized Units

We'll use the GBoA rules adding **African Phalanxes** to the list.

All benefits credited to Macedonian Phalanxes will not apply to those units with same name fighting under Pyrrhus or any other OC after 280 B.C. (The year of Pyrrhus debark in Italy. By then, the highly professional and superbly trained Alexandrian army was definitely gone)

6.5 Drift to the Right (Optional rule)

Stays as it is, but will be included in the separate GBoA section.

6.6 Column Movement

SPQR and GBoA differ when it comes to change formation, from normal to column and vice versa. In SPQR it cost 1 MP, in GBoA it cost nothing.

I don't see any reason no to pick one and make it work for both. I choose the SPQR version (it takes some time to change from one formation to another).

The second difference comes to the reduction cost in terms of cohesion hits due to terrain, In SPQR the suffix COL in the Terrain Chart means NO COHESION HITS FOR UNITS IN COLUMN, In GBoA there is a reduction of one (-1). Since we are using the GBoA Terrain Chart (why? see above), we'll use the GBoA version this time.

The 6.67 paragraph will also change as follow:

6.67 Column Restrictions: In Column units may not stack, nor may they use Orderly Withdrawal or **Manipular Line Extension**

6.7 Orderly Withdrawal

Here are the differences between the two:

1. **SPQR**: double sized units use the 4 MA when trying to retreat and the 5 MA when a unit is attempting to withdraw in the face of a double sized unit approach.
GBoA: always use the 4 MA;
2. In **SPQR** Legion Infantry (but not velites) only earn one hit if they fails a TQ check at the end of withdrawal. All other infantry units (but not SKs or velites) suffer an automatic hit after withdrawal.
In **GBoA** All units (including SKs, elephants and cavalry) must undergo a TQ check at the end of withdrawal with a cohesion hit earned in case of failure. Moreover, all infantry units and chariots suffer an **AUTOMATIC** hit as soon as they start withdrawing.
3. in **SPQR** velites and SKs earn an automatic hit when approached from the rear AND the flank.
In **GBoA** SKs earn an automatic hit **ONLY** when approached from the rear

There is a specific PLAY NOTE in GBoA that explains the higher chances to earn hits compared to SPQR due to a lower professional standard of MOST units appearing in GBoA.

So here is what I'm going to do:

For battles taking place before 280 B.C. GBoA rules apply, but Phalanx use the 5 MA when a unit is attempting to withdraw while approached by a Phalanx (Pyrrhus Phalanx were in no way better than those fighting with Alexander).

I'm also tempted to exempt Alexander's HC from undergoing the final TQ check, but I'll wait your comments for that.

For battles taking place after 280 B.C. SPQR rules apply, but velites and SKs earn an automatic hit only when approached from the rear NOT the flank (if the are better trained troops, they ought to be better at this as well)

6.8 Pre-arranged Withdrawal

The tactic is rarely used so I don't feel a differentiation is needed. Moreover there are no NON-Macedonian Leader in GBoA with a 6 Initiative rating. So the more inclusive SPQR rule works perfectly.

6.9 Stacking

I already decided to use the more inclusive SPQR chart and rules.

I believe the following differences between the two don't justify a differentiation:

1. In GBoA no unit (Besides Skirmishers) may voluntarily move through HI or Phalanx units. In SPQR they can with a hit for both units. How many times you decided to move voluntarily a unit through a phalanx? Very rarely, so it doesn't worth keeping the difference.
2. In GBoA a unit forced to stop the rout movement stacked rout. In SPQR it keeps moving one more hex.
To me this is just a mere game mechanic issue. Choosing the SPQR version will not change things much.

7.1 Facing

We'll use the GBoA rules with the following adjustment:

- The **SPQR Reaction Facing Change** will be used; I find to harsh routing a unit just because it failed the TQ check, loading it with some hits should be enough;
- Legion and alae infantry units plus SK will pay one MP to change facing in any direction;

With such a small change of minor/no impact we put together **GBoA, SPQR**.

SK will pay a 1 MP to change facing even in SPQR battles, no big deal. They already have a 6 MA, not paying any MP to changing facing make them as fast as cavalry!.

7.2 Zones of Control (ZOC)

I will opt for the **GBoA** version here with the following adjustment, due to the fact that velites and SK* (those with an asterisk) have improved shock abilities over ordinary SK:

- SK* and velites exert a ZOC into their Front *and* Flank hexes, except when out of missiles (Missile No), in which case they exert ZOC only into their Frontal hexes;
- SK exert a ZOC into their Front *and* Flank hexes-except when out of missiles (Missile No), in which case they have no ZOC;

In 7.25 Compared with **SPQR**, units CAN change facing while in enemy ZOC under some circumstances. I believe this is somewhat more accurate. Anyway no big deal, and no appearing reason for keeping the difference.

7.3 Shock requirements

Nothing new here.

8.0 Combat

The paragraph 8.13 will be changed to take into account the ability of Roman units to stack.

Moreover: all units with Missile Capability may fire through their frontal AND flank hexes, not just SK, as it is true for all GBoH titles besides GBoA.

8.14 LOS in **SPQR** appears to be blocked by elephant no matter where they are (closer or further). Besides Beneventum, I don't recall another battle where scorpions or other long range artillery are in play along with elephants, so will go with the **GBoA** rule that treat elephants like any other combat unit.

8.15 I will integrate the GBoA rule specifying that a hit to an elephant caused by another elephant doesn't double.

8.17 Missile Supply

SPQR have javelinists out of supply on an unadjusted die roll of 6-9, **GBoA**: 7-9. Since the latter is consistent with the 8.61 Missile chart that came with Consul for Rome and War Elephant (**SPQR** modules), I'll go for the **GBoA** version, adding the section related to Legion units, and the fact that roman scorpions never run out of missile.

8.2 Reaction Fire

The GBoA version include a new form of reaction fire: Return reaction, borrowed from SGB0H I guess. I assume it's safe to use it in **SPQR** as well. I'll add note clarifying that a unit that used Entry Reaction Fire cannot use Return Fire against the same unit.

8.3 Shock Combat

Let's have a look at the following to differences that apply only to **SPQR** but not to **GBoA** or **CAESAR**:

1. In **SPQR** (8.33) it appears that the attacker can advance even if in an enemy ZOC when defender routs due to the Charge TQ-check. But in 8.41 (advance after shock), the rule goes back in line with all other series games.
2. In **SPQR** (still 8.33), elephants attacking HI or PH add +1 to their Charge TQ-Check. Again, this is not true neither in **GBoA** nor in Caesar the civil war, so why should it apply to **SPQR**? Go with **GBoA** version.
3. In **SPQR** (8.36 STEP 3) a killed Leader causes a reverse modified die roll equal to his Charisma + 2. Not true in **GBoA** and **CAESAR**, where the reverse result is: Charisma, period. Again, go with **GBoA** version

As previously said when talking about the Leader Casualties Chart, we'll use the Personal combat rule for battle before 280 BC. For the Alexander in Italy scenario, the mortality rating of **SPQR** leaders will be considered their Combat rating *or*; as suggested by RHB, ignore that rule. The Chart from **GBoA** is used.

The exception # 4 (8.36) STEP 1: both **SPQR** and **GBoA** adopt this rule that doesn't allow the Echelon formation to work properly. Thus, for the first and only time, will use the more consistent SGB0H version: regardless of its position, a unit cannot receive position superiority if its flank/rear is in an enemy ZOC.

8.37 The Push of Shields/Breakthrough

Will keep this rule for battles taking place prior 280 BC

8.38 The collapse

GBoA is the only game of the series where the collapse TQ check is successful on a die roll of EQUAL or less than TQ, in all other games (including the upcoming Devil's horsemen) you need to roll LESS than TQ to survive the check. Thus, will go for the **SPQR** version.

8.4 Personal Combat

Again, will keep this rule for battles taking place prior 280 BC

9.1 War elephants

I really don't understand the rationale of the GBoA Pass through attack. If an elephant unit is able to run over a phalanx and place itself behind, that phalanx should be pretty battered to me, surely routed! So I'm choosing the **SPQR** version, with the pass through option available starting with the battle of Heraclea (280 BC) (besides, how often did you use it? Do you really love having a tusker between your lines of Hastati and Principes? Further reason? There is it: SGBOH is a revised elegant system that uses the SPQR version.

9.17 I will make (9.17) of GBoA version valid also for SPQR. The sight of such a beast charging at full speed toward your direction scare the hell out of the sturdiest warrior!

9.2 Chariots

The only Chariot rule in SPQR was provided with the WAR ELEPHANT. Like elephants, chariots too attack with no automatic pass through. The rule in GBoA is better organized and we have more examples of chariot battle in GBoA than SPQR (I just recall Magnesia). So will use the GBoA rule, but just as we did with elephants, the automatic pass through is NOT in play, I will use the WAR ELEPHANT version instead, with the addition of Macedonian infantry along with Legion infantry.

9.3 Skirmishers and Light Infantry

I decided here to follow GBoA, which is consistent with SGBOH. So: only velites and SK* (those with an asterisk) can shock attack.

I will insert a sub paragraph which applies to both Skirmishers and Velites. It will go:

- The only time Skirmishers and Velites suffer a cohesion penalty when Withdrawing is after being approached from the rear (to keep things simple I gave the velites a further bonus, so they don't get a hit when approached from the flank, as it was in SPQR);
- When determining lines for a LC, the presence of a VE or SK unit does NOT disrupt the line, as long as the interruption is caused by only one such unit.

The new Harassment & Dispersal Tactics rule (9.32) will be included in the rulebook

In 9.33 I will add Legion Infantry (LG)

As for 9.34: Same as in GBoA..

9.4 Special Cavalry Capabilities

The entire GBoA version (including the Cataphracted cavalry) will be included in SPQR and Alexander as ONE. Cataphracted units appear in WAR ELEPHANT module.

9.5 Artillery

I will extend the rule to scorpions. Even if the only scenario where scorpions are used is Beneventum (at least this is the only one that I can recall), I like to include them in the general rules, since they are quite similar.

9.6 Phalanx defense

The entire GBoA version will be included in SPQR and Alexander as ONE, which is consistent with the SPQR errata currently available on line.

Seleucid and Egyptian PH will be able to use Double Depth Formation, along with Macedonian PH.

The ROMAN MANIPULAR LEGION and the ROMAN TRIARII TACTICAL DOCTRINE, will be part of the SPQR section of the rulebook

9.7 Cavalry Charge Formations

This rule will be included in the rulebook. It will remain optional. Roman Cavalry can form up.

10.2 DEPLETION

There's no depletion in GBoA. It add some complexity but it's also more accurate, since it reflects the actual loss of the unit. I will make it optional for both games, because you need the Caesar boxed game to get the depleted counter.

10.37 Rally

With the new rule concerning Phalanx rout procedure (9.65), I will adopt the GBoA approach, so Double Sized units cannot be rallied.

(10.4) Cavalry Pursuit

While Cavalry Pursuit is optional in GBoA, it is not in SPQR. Many players don't like this rule much, I am among them. Nevertheless, the problem of keeping cavalry squadrons from fleeing the battlefield chasing after routed units was a real problem back then (The battle of ZAMA is a perfect example).

I believe the fact of including the rule only as optional in GBoA was more a matter of keeping things simple than anything else; too many cavalry units in battles including Persians. On the other hand: battles like Trebbia, Cannae, Magnesia do include lots of cavalry units.

So here is what I propose:

- If using the Cavalry Charge Formations rule, go with the GBoA rule;
- if the Cavalry Charge Formation is NOT used, go with the SPQR rule. In the rule, I'll propose a different and simpler way to handle cavalry units off map, since in all SPQR game I played (either FtF or Solo) I never saw a unit successfully returning on the map

When using the Cavalry Charge Formation rule, Roman Cavalry will be added among those able to Charge in Formation.

Some player suggested no to include Roman Cavalry, but it would mean to weaken an already extremely vulnerable type of unit, I don't see why roman cavalry shouldn't be AS when attacking frontally LC while they were in the standard SPQR version.

10.5 Army Withdrawal

The only difference being non-Shock SKs that are worth 2 RP in SPQR and just 1 in GBoA.

Since in CAESAR they are back 1 RP and since this help balance just a little bit in SPQR battles; will go for the GBoA version, [unless the Dan Fournie's Variant published in C3i # 15 is used. In this case all SKs are worth 2 RP](#) (Updated on version 1.1 - May 21, 2004)

That's all folks!