Mythic Battles 2

Rulebook

Write your legend in the blood of the fallen!

Enter the legendary age of Mythic Greece, an era filled with heroes and fabulous beings. A land where the Gods dominate the destiny of mortals from atop Mount Olympus, their sacred home. Wars are but the reflection of their power struggles; earthly creatures are nothing but pawns ready to be sacrificed.

As a general in Mythic Greece, you are at the head of an army totally devoted to your cause. No matter your motive: unquenchable thirst for power and riches, glory, or bloody revenge… Your path will be littered with the bodies of those who dared stand against you. You will mercilessly crush any obstacle keeping you from your goal. Your enemies, mere mortals, heroes, or even divinities, will bite the dust. The earth will be red with their blood, and songs of victory shall be written in your honor. Your name will be famous throughout the known World and even beyond.

You are a fearsome warrior trained in the art of war. Your military strategy will make you renowned. Your legend will be written on the battlefield with the clash of steel and will be borne by the cries of agony from your adversaries. You will easily triumph… unless you someday cross paths with a warrior worthy to stand against you...

Object of the Game

Mythic Battles enacts epic battles between two armies from mythic Greece – and sometimes, up to four armies can face off on the battlefield.

The players take on the roles of the Generals leading these armies. Each attempts to lead his troops to victory by routing the enemy.

To do that, the players create their armies using Unit cards, and wage war by strategically deploying their tokens on the Battlefield. To claim victory, each General will have to use his Units as best he can, by activating them at the right moment and by using their Talents intelligently.



Summary

I – Description of Contents

II – Game Rules

1 – Recruiting Units
2 – The Battle
3 – Using Cards
4 – Activating Units
5 – Actions which can be taken during the opponent's turn
6 – Using Talents

III – Appendices

Variant: 4 player Battle
Variant: Deck Building
List of Talents
Lexicon

When a game term appears for the first time, it's written in **red**. Refer to the Lexicon on the last page to learn the detailed meaning of the term.

Contents

- 145 Unit cards
- 86 Maneuver cards
- 9 Stele cards
- 40 Art of War cards
- 10 special dice
- 5 Stele tokens
- 34 Unit tokens
- 6 double-sided tiles
- 30 Power point tokens
- 1 Campaign booklet

1 - Description of Contents

Unit Cards



These cards are placed in front of the players; they display game information on fighting Units: strength, speed, special talents, etc.

1. **Name**. Followed by **Unit type** (such as: Infantry, Cavalry, Pack, etc).
2. **Cost**. Indicates the Unit's cost in Recruitment points.
3. **Characteristics**:
   - **Vitality**.Indicates the amount of Damage the Unit can suffer before being destroyed.
   - **Movement Value**.Indicates the number of spaces the Unit can move during an activation. If the Unit performs a Combat Maneuver during the turn, use the **central** number. Otherwise, use the number **on the right**.
   - **Close Combat Attack (CC)**. Indicates the number of dice the player uses when rolling Close Combat Attacks.
   - **Ranged Attack**. Indicates the number of dice the player uses when making a Ranged Attack. The number underneath indicates the range of the Attack.
   - **Defense**. Indicates the difficulty of Attack rolls made against the Unit.
   - **Maneuvers**. Indicates the number of **Maneuver cards** available for this Unit (see **Lexicon**, page 16).

A ✚ symbol to the right of a characteristic indicates that the Unit gains +1 for its next Maneuver or action if its General pays 1 **Power point** (once per Maneuver or action).

4. **Talents**. Indicates the special rules from which this Unit benefits (see **Using Talents**, page 12).
5. **Leadership Value**. Indicates the number of Power points earned when discarding a Maneuver card.
6. **Faction** Symbol (Athena / Hades) or **Neutral** Symbol .
7. **Affiliation**. Allows players to differentiate between **identical Units**.



Legendary Units are exceptionally powerful Units, which may only be recruited once.

They are differentiated by their gray background.

Evolution of Vitality and Wound levels

For each Unit, the player gets a certain quantity of Unit cards – this number is equal to its Vitality value. During the game, the player will cycle through the Unit's cards as it receives Wounds. Each card shows the Unit at a different Vitality value.

The Unit's Characteristics and Talents vary depending on its Vitality value: the lower the number, the less effective the Unit is. If a Unit's Vitality value reaches 1, it will be destroyed by the next Wound it receives.



Unit Tokens

The tokens represent Units on the Battlefield. Players move them on the board during the game.



1. **Name**.
2. **Movement Symbol**.
   for **ground** Units, for **flying** Units.
   (see **Moving**, page 9)

Maneuver Cards

These cards are drawn by players during the game. They are used to activate Units.



1. **Name**. Followed by the **Faction Symbol**.
2. **Affiliation**. Allows players to differentiate between **identical Units**.

Summary of Contents: The Units

For each Unit in his army, a player will get:

1. The corresponding **Unit cards**, the quantity of which is indicated by the unit's **Vitality** Characteristic. They are placed in stacks in front of the player.
2. The Unit's **Maneuver cards**, the quantity of which is indicated by the unit's **Maneuver** Characteristic. They are included in the player's draw pile.
3. The corresponding **Unit token**. The tokens are deployed on the game board.



Units with multiple copies:

Each copy of a given Unit (same name) has a corresponding affiliation and distinct illustration.

Example:

- **Hoplites from Temple of Ares** (left)
- **Hoplites from Temple of Charydis** (right)



For each Unit in your Army, the **Unit cards**, the **Maneuver cards**, and the **Unit token** must have the **same name**, the **same affiliation**, and the **same illustration**.

These traits are used to distinguish between identical units among a given army.

Dice

Mythic Battles uses special **6-sided dice**.
These dice have faces that go from **0 to 5**, and are used during combat.



Whenever these rules mention rolling dice, it's always with these special dice.

As you will quickly discover, Power points are a resource that are as rare as they are precious.

Use them sparingly.

Power points



1. **Value**. When a player gains 1 Power point, they take a token with a value of 1. There are tokens of various values.
   ***Example**: Five tokens of value 1 can be traded for one token of value 5.*



Art of War Cards

Each player has 10 Art of War cards for use during the game. These cards represent the strategies and wiles which are used by the Generals to win the Battle.

Once the game has begun, players may no longer add new Art of War cards to their draw piles.

Battlefield Tiles

The tiles represent the Battlefield and are made up of **spaces** on which the players move their Units (1 space = 1 Movement point).

A standard 2-player game is played on **4 boards**, set up in a square.

During setup, the player who begins the game chooses the boards and sets them up as they wish.

SUMMARY OF THE TILE PLACEMENT:

- For a 2-player game, choose 4 boards.
- Choose which side of the boards you will use.
- Place the boards and opponent determines the Deployment Zones.



Spaces which have the following symbols are subject to special rules (see **Movement**, page 10).

1. **Hill**
2. **Forest**
3. **Ruins**
4. **Impassable Terrain**
5. **Crevasse**



II - Game Rules

1 - Setup

In order to shape your Legend, you will first have to surround yourself with faithful and fearless warriors. Then build the strategy which will allow you to crush your opponents mercilessly!

Recruiting Units

Each General has **100 Recruitment points** with which they can **recruit** Units – deduct from this total the Cost value of each recruited Unit.

The Factions

Each general chooses his Faction, Athena or Hades. They can only recruit **Units affiliated with that Faction** and **neutral Units**.

Spending Recruitment points

- A General can recruit a minimum of **5 Units** and a maximum of **10 Units**.
- A General **cannot** recruit multiple Units with **the same name, the same affiliation, and the same illustration**.
- A **Legendary Unit** can only be recruited **once**.

For each recruited Unit, the General also gets the **Unit cards**, the **Maneuver cards**, and the **token** for that unit.

***Example** : To make up his army, Nick recruits the following Units:*

- ***Cerberus, Guardian of the Gate of Hell**: 29 Recruitment points;*
- ***Rhadamanthus, Judge of Hell**: 30 Recruitment points.*

(As these two Units are Legendary, he can only recruit them once each)

He then recruits:

- *1 Unit of **Infernal Auditors:** 15 Recruitment points;*
- *1 Unit of **Infernal Marauders**: 12 Recruitment points;*
- *2 Units of the **Legion of the Damned** (Acheron and Phlegethon): 5 Recruitment points each, for a total of 10 points;*
- *1 Unit of **Damned Artillerymen**: 4 Recruitment points.*

*Nick has thus spent his total of **100 Recruitment points** for **7 Units**.*

This way he respects the maximum of 10 Units and the minimum of 5 Units to form his army. All recruited units belong to the same faction: Hades (Nick also could have recruited neutral Units).

*He then gets the **tokens** and **Maneuver cards** for the Units he's recruited:*

- *1 Unit token for **Cerberus, Guardian of the Gate of Hell** + the 3 Maneuver cards for this Unit;*
- *1 Unit token for **Rhadamanthus, Judge of Hell** + the 4 Maneuver cards for this Unit;*
- *1 Unit token for **Infernal Auditors** + the 3 Maneuver cards for this Unit;*
- *1 Unit token for **Infernal Marauders** + the 3 Maneuver cards for this Unit;*
- *1 Unit token for **Legion of the Damned** (Acheron) + the 2 Maneuver cards (Acheron) for this Unit;*
- *1 Unit token for **Legion of the Damned** (Phlegethon) + the 2 Maneuver cards (Phlegethon) for this Unit;*
- *1 Unit token for **Damned Artillerymen** + the 2 Maneuver cards for this Unit.*

*Nick thus gets 19 **Maneuver cards**.*

It is possible that the players don't reach a total of exactly 100 Recruitment points.

Each player must spend at least **95 of his Recruitment points**. If a player doesn't spend all of his 100 Recruitment points, that player gets **2 Power points** at the beginning of the game **for each unspent recruitment point**.

SUMMARY OF UNIT RECRUITMENT:

- Choose your Faction.
- Recruit 5 – 10 Units, costing a total of 100 Recruitment points.
- You can only recruit Units of the Faction you've chosen, or Neutral Units.
- For each recruited Unit, take the Unit cards, the Maneuver cards, and the corresponding Unit tokens.



SUMMARY OF SETUP:

- Recruit your Units.
- Roll a die to determine who starts.
- Set up the Battlefield and determine the Deployment Zones.
- Create your Unit stacks and the Power point reserve.
- Place your Unit tokens on your Deployment Zone.
- Create your deck: your Maneuver cards + 10 Art of War cards.
- Create your hand by drawing 7 cards.

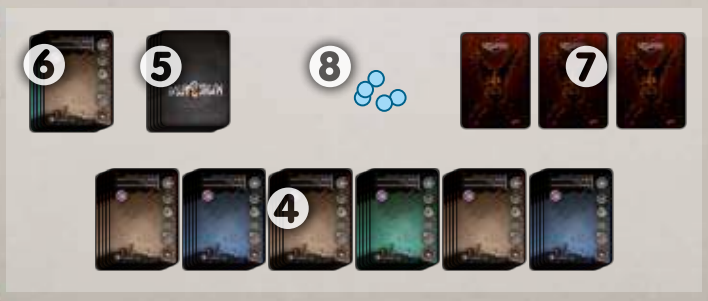
Preparing the Battle

Before starting the first turn of the game, the players proceed as follow:

- Each General **rolls a die**. The highest score determines which player begins the game – in case of a tie, the Generals reroll until a winner can be determined.
- The player who begins the game places **4 boards** of his choice to create the **Battlefield**. Then his opponent designates the **Deployment Zone** for each army: these are the two rows of the Battlefield closest to each player. These zones must be facing one another.
- The Generals create their **Unit stacks** by piling up the cards for a given Unit (same name, same affiliation, same illustration) face-up **in decreasing order of Vitality** . Then each player places his Unit stacks in front of him, next to the Battleground.
- The Generals create a **common reserve of Power points** off the Battlefield. When a General gains Power points, they are taken from this reserve. When a General uses Power points, they're returned to this reserve.
- Then, in turn, beginning with the player who has won the die roll, each General **places a Unit token** wherever he likes in his Deployment Zone, until all of their Unit tokens have been placed on the Battleground.

  The tokens must be oriented towards their General at all times, so that Units of an army can be clearly differentiated.
- Finally each General creates a **deck** (face down) with the **Maneuver cards** of their recruited Units and 10 **Art of War cards**. Each player shuffles the deck made this way and draws **7 cards**.

***Example**: After having gathered all of his Maneuver cards, Nick adds 10 Art of War cards to them and shuffles the deck made this way.*



PLAYER 1





PLAYER 2

The Battlefield

1. Boards
2. Deployment Zone
3. Unit tokens
4. Unit stacks
5. Deck
6. Discard pile
7. Art of War cards
8. Power points
9. Special dice

2 - The Battle

Now that you know how to assemble an army of seasoned warriors, you will learn how to lead your troops to victory!

A game represents a **Battle**, which is made up of **successive turns**.

During their turns, each General will **activate** his Units and use their **Characteristics** and their **Talents** to vanquish enemy Units.

Game Turn

A General's game turn is split into **three phases**:

1. He draws three cards from his deck.
2. He places any Art of War cards he draws face-up in front of himself, and keeps any Maneuver cards in his hand.
3. He activates one or more of his Units.

- The General must activate **at least one Unit per turn**, unless he doesn't have any Maneuver cards in his hand.
- If there are fewer than three cards remaining in a General's deck at the beginning of his turn, that General just draws all remaining cards (1 or 2).

Once a General announces that he is done activating Units, **that General's turn ends**.

Victory

A Battle ends as soon as a General only has **3 Units left** on the Battlefield.
That General is defeated and his opponent wins the Battle.

3 - Using the Cards

A good strategist can read the eyes of his opponent and seize the right moment to strike without mercy.

Draw and Discard

At the beginning of the Battle, each General has in front of him a **draw deck** of face-down cards, made up of the **Maneuver cards of the Units they've recruited** and **10 Art of War cards**.

When drawing cards, they keep any drawn Maneuver cards in their **hands** and place Art of War cards in front of them.

After having played a card, the player must **discard** it. Discarded cards aren't returned to the draw deck, but are piled face-up to the side, thus creating the **discard pile**.

- Once per turn, after having activated his Units, a General can **place three Maneuver cards from his hand at the bottom of his draw deck**, and then **draw two new cards** which he adds to his hand.
- As long as a player's turn isn't over, **the discarded Maneuver cards don't go directly into the discard**. The players keep them in front of them until the end of the turn, in order to avoid a given Unit being activated or Counter-Attacking multiple times during a single turn.
- A player can **check the contents of his discard pile at any time** – for example to count the Maneuver cards of a Unit already spent and deduce the number of remaining Maneuver cards in his deck.
- Each time a player **goes to find a card from their draw pile** (following the use of a Talent or of an Art of War card, for example), he must then **shuffle his deck again**.
- At the end of the turn, the General must make sure that his hand of Maneuver cards does not exceed **7 cards**.
  Otherwise, he must discard so that his hand doesn't contain more than 7 cards at the end of his turn.
  Each card thus discarded earns the General a number of Power points equal to the Leadership value of the Unit.

***Example**: Sophie draws her first hand of 7 cards at the beginning of the game.*

She gets 4 Maneuver cards for her Units, which she keeps in hand, and 3 Art of War cards which she immediately places in front of her.

Later during the game, at the beginning of her turn, she draws three cards. She gets two Maneuver cards, which she keeps in her hand and an Art of War card, which she immediately places in front of herself.

At the end of that turn, Sophie doesn't want to activate any more Units and ends her turn. She checks her hand, which contains 8 Maneuver cards. She must thus immediately discard one Maneuver card, for which she will get the Power points indicated on the corresponding Unit card.

Making a new Deck

When at the end of a turn both Generals have **exhausted** their draw pile, each General shuffles his discard pile and makes a new deck. Then the turns resume normally, starting with the General who had emptied his deck first.

Summary of a Turn:

- Draw three cards from your deck.
- If you've drawn one or more Art of War cards, place them in front of you. Keep your Maneuver cards in your hand.
- Activate one or more Units.

Summary of the Cards:

- You can discard an Art of War card at any time to go look for any card in your deck.
- You cannot have more than 7 cards in your hand at the end of your turn.
- After having played a card, discard it face-up.
- At the end of your turn, you can place three Maneuver cards from your hand under your deck to draw two new cards.

Be careful not to use your Maneuver cards too quickly, otherwise you could end up defenseless against your enemy!

Summary of Activation:

- Choose the Unit you wish to activate.
- Discard a Maneuver card for that Unit.
- Perform a Maneuver with that Unit: a Movement and/or an Attack.



The Maneuver cards

The **Maneuver cards** are used to **activate Units** and perform **Counter-Attacks**.

- A General can at any time **convert** as many Maneuver cards as he wishes into **Power points** by discarding them. A discarded Maneuver card gives a number of Power points equal to the **Leadership value** of the Unit.

- If a player discards a Maneuver card belonging to a **destroyed** Unit, the discarded card only earns the player **a single Power point**.

The Art of War cards

The **Art of War cards** are used to perform special actions.

A General may, at any time:

- **convert** as many **Art of War cards** as he wants into **Power points** by discarding them. A discarded Art of War card is worth **2 Power points**.
- discard an Art of War card to **go look for a card of his choice in his deck**.

- Right before reshuffling their decks, each player may, if he wishes, **discard some or all** of the Maneuver cards in his hands and the Art of War cards in front of his to earn Power points. They then put all discarded cards into their discards and then reshuffle their decks normally.

You are now well equipped to demonstrate mastery on the battlefield. All that is left is for you to write your Legend in the blood of your enemies!

4 - Activating units

The central concept of the Art of War is the general's ability to adapt to his environment. The general with the better sense of his surroundings will always be victorious.

At the beginning of his turn, the General chooses which Unit to activate and then proceeds with its activation. To activate a Unit, a General must **discard** from his hand a **Maneuver card** corresponding to the Unit.

- **Reminder**: the General must activate **at least one Unit each turn**, unless he no longer has any Maneuver cards in his hand.

A Unit activated during your turn can undertake some or all of the following **Maneuvers**:

1. **Perform a Movement**
   then
2. **Attack a unit**

- An activated Unit has the option of performing no Maneuver whatsoever, instead passing the turn. The Maneuver card is still discarded. The player gets no Power point for discarding this card.
- A player can also perform actions outside of their turn (see **Actions which can be taken during the opponent's turn**, page 11).

Unit Types

Units are divided into multiple types: **Infantry**, **Cavalry**, **Pack**, **Horde**, and **Colossal**.
Some Talents, for example, only work with a specific Unit type.

There are two types of movement for Units: **ground Units** and **flying Units**.

Ground Units

- Ground Units are subject to **Terrain effects**.
- A ground Unit **cannot cross through or stop on a space occupied by another Unit**, be it ground or flying.



Flying Units

- Flying Units ignore **Terrain effects**.
- Although a flying Unit also cannot stop on a space occupied by another Unit, it **can cross a space occupied by a ground Unit**. Only the other flying Units represent an uncrossable obstacle for a flying Unit.



I - Performing a Movement

The wise strategist moves in order to make his troops impossible to catch. He harasses his enemy, dealing the death blow only when the moment comes.

All units move according to the following rules:

- A Unit can move **in any direction orthogonally or diagonally**, a number of spaces less than or equal to its Movement value.
- A Unit must end its movement on a **free space**, even if it doesn't use all of its Movement value.
- Movement must take place before any Attack.

Terrain Effects

Spaces bearing a symbol for **Hill**, **Forest**, or **Ruins** are subject to special rules when a Unit stops in them:

Hill

- A ground Unit gains **+1 in Close Combat Attack** and **Ranged Attack** against all Units not on a Hill.
- It however suffers a **-1 penalty to Defense** against flying Units and against Ranged Attacks (this penalty is non-cumulative).
- Hills are an **obstacle** to Ranged Attacks.

Forest

- A ground Unit gains **+1 Defense** against flying Units and against Ranged Attacks (this bonus is non-cumulative).
- Forest are an **obstacle** to Ranged Attacks.
- If a ground Unit passes through a Forest space, the remainder of the Movement it could still perform immediately suffers a -1 penalty.

***Example**: Nick's Infernal Marauders have a Movement value of 3. The first space they cross is a Forest. The remainder of their Movement for the current turn is immediately reduced by 1. The Infernal Marauders can now only move 1 space instead of 2 if they had moved through any space other than a Forest.*

Ruins

- A Ground Unit gains a +1 bonus to Defense against Ranged Attacks.
- Ruins are an **obstacle** to Ranged Attacks.

Spaces bearing the symbol for **Impassable Terrain** or **Crevasse** are subject to the following rules:

Impassable Terrain

- A ground Unit cannot pass through or stop on this space.
- Impassable Terrain are an **obstacle** to Ranged Attacks.

Crevasse

- A ground Unit cannot pass through or stop on this space.
- Crevasses are **not an obstacle** to Ranged Attacks.

Adjacent Units

Two units are considered to be **adjacent** to one another if they are on two spaces next to each other, including diagonally – there can be no spaces between their positions.

II - Attacking a Unit

Exhort your troops into hitting the enemy with a vengeful and deadly fist so that he may never rise again!

A Unit can perform only a **single Attack during its activation**.
The player who announces an Attack on an enemy Unit is called the **attacker**, the player whose Unit is attacked is called the **defender**.

A Combat is resolved in the following way:

1. The attacker designates the Unit with which he is attacking, and the Unit he wishes to attack.
2. The attacker announces if he will perform a **Close Combat Attack (CC)** or a **Ranged Attack**.
3. The defender announces if he wishes to act (see **Maneuvers which may be performed during the opponent's turn**, page 11).
4. The attacker announces if they will use one or more **Talent(s)** of their Unit, then the defender does the same. The announcement of the use of a Talent must be made before any die roll.
5. The attacker determines the Attack's **difficulty**. This difficulty is equal to the target's Defense value.
6. The attacker makes his **Attack roll** and determines the number of **successes** obtained.
7. The defender's Unit suffers a number of **Wounds** equal to the number of successes obtained by the attacker during the Attack roll.

Summary of Terrain Effects:

Terrain effects only concern ground Units.

Hill:
+1 to CC Attack and Ranged Attack.
-1 Defense against flying Units and Ranged Attacks.

Forest:
+1 to Defense against flying Units and Ranged Attacks.
-1 Movement for the remainder of the turn.

Ruins:
+1 to Defense against Ranged Attacks.

Impassable Terrain:
Ground Units cannot pass through or stop on this space.

Crevasse:
As above

Obstacles:

The Hills, Forests, Ruins and Impassable Terrain are **obstacles** to Ranged Attacks.

Summary of Attacking:

CC Attack

- Your Unit must be adjacent to the attacked Unit.

Ranged Attack

- Your Unit must have a Ranged Attack value above 0.
- The targeted Unit must be within range.
- There must not be any obstacle to the ranged attack.
- Your Unit must not be adjacent to an enemy Unit.

Tip:

To determine if there's an obstacle to a Ranged Attack, try to draw a straight line from the center of the shooter's space to the center of the target's space (use the edge of a card, for example).

If you can draw an **uninterrupted straight line from center to center**, the Ranged Attack is possible.

CC Attack

To be able to perform a CC Attack, the attacking Unit must be **adjacent** to its target.

Ranged Attack

To be able to perform a **Ranged Attack**, the following conditions must be fulfilled:

- The attacking Unit must have a **Ranged Attack value** higher than 0.
- The targeted Unit must be **within firing range**, meaning a number of spaces less than or equal to the Range of the Ranged Attack of the attacking Unit.

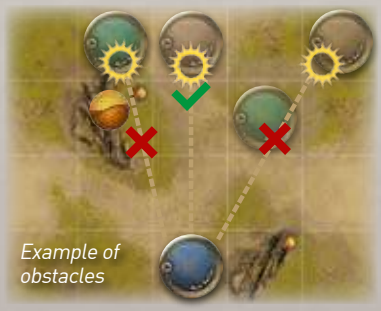


*The central number (3 here) indicates the **Ranged Attack value**. The number at the bottom (5 here) indicates the **Range** of the Ranged Attack.*

- The attacking Unit must not be adjacent to an enemy Unit. It is at the heart of the melee, which keeps it from taking aim at an enemy – we would describe this Unit as **engaged** by the enemy.



- The trajectory between the shooter and its target must be in an **uninterrupted straight line**. If a third Unit, a Hill, Impassable Terrain, Ruin, or Forest space is in the trajectory, we say that it is an obstacle to the shot. The Ranged Attack is then impossible.



- Flying Units ignore obstacles for their Ranged Attacks.
- As with movement, a ground Unit does not represent an obstacle for a flying Unit. Only another flying Unit represents an obstacle when a flying Unit makes a Ranged Attack.

Attack Roll

To make an Attack roll, the attacker rolls a number of **dice** equal to the chosen Attack value (CC or Ranged).

The result of the die roll is read in the following way:

- The different dice are not added together. Instead, a die's total value accumulates as it is re-rolled. (See below)
- Any die showing 1–4 can be **discarded** to turn another (non-zero) die to **increase its value by 1**. A discarded die is lost; its score isn't added to the total of the roll. The number of dice which can be discarded during the roll isn't limited.
- A result of **5** can be **rerolled**, with the new result added to the 5. A 5 can be obtained by a natural roll or by discarding other dice.
- Any die showing 0 is lost for good, even if it was a re-roll of a 5.
- Once the 5's have been rerolled, it's once again possible to discard dice, including those not used during previous rolls. You may continue this cycle of re-rolling 5's to keep accumulating their values for as long as you have 5's to re-roll.
- The attacker looks at their final results. Each result equal to or higher than the defender's Defense value is a **success**.

***Example**: Nick's **Infernal Marauders** Unit makes a CC Attack against Sophie's **Spartans**. The Infernal Marauders have a **CC Attack** of 4 and the Spartans have a **Defense** of 7.*
*Nick thus rolls **4 dice** against a **difficulty of 7** and gets:*

5 2 4 1

Nick decides to discard the die with a result of 1 to bump the 4 up to a 5:

~~1~~ 5 2 5

Then Nick rerolls his two 5:

5 + 3
5 + 1

*He thus gets **8** (5+3) and **6** (5+1).*

*He discards the die on which he had previously rolled a **2** in order to increase the **1**. The final Attack roll is therefore:*

5 + 3
~~2~~ 5 + 2

*Nick gets **two successes:** **8** (5+3) and **7** (5+2).*

Wounds

To lead is to decide which of your soldiers must die in order for you to claim victory, and which will have a chance to survive!

For each success obtained by the attacker, the defender suffers a **Wound**.

For each Wound suffered, the defender removes a card from the top of the stack representing the attacked Unit, and places it **on the bottom** of the same stack, **face-down**.

***Example**: Because Nick got **two successes** during his attack, Sophie's Spartans receive **two Wounds**.*

Sophie removes two cards from the top of the Spartan Unit and places them face-down under the stack.

Destroyed Units

A Unit is **destroyed** when all cards which compose its stack are face-down.

The token of the destroyed Unit is immediately **removed from the Battlefield** and placed on the corresponding Unit stack.

III - Activating Multiple Units

When the first activated Unit has finished its Maneuvers, the General can decide to **activate another unit** by **discarding an Art of War card**. The standard activation rules apply and the General must discard a Maneuver card corresponding to the Unit.

- It is possible to repeat this process **as many times as desired**.
  To do this the General must discard a number of Art of War cards equal to the number of Units that he or she has already activated during the turn.
  A General who decides to activate a **3rd Unit** must discard **2 Art of War cards**, **3** for a **4th Unit**, etc.

- It is not possible to activate the same Unit twice in a given turn.

- **Reminder**: the Maneuver cards aren't discarded right away, but are kept face-up and only discarded at the end of the turn.

***Example**: On his turn, Nick activates his **Infernal Marauders**. He discards a Maneuver card for that Unit and keeps it in front of him. Once this Unit has made its Maneuvers, it cannot be activated again for the rest of the turn. But Nick wants to activate a second Unit right away. He discards an Art of War card, then a Maneuver Card for **Cerberus**, who is thus activated.*
*He places this Maneuver card in front of him alongside that of the **Infernal Marauders** which he previously played.*
*After having moved and attacked with **Cerberus**, Nick wishes to continue his offensive. He thus discards 2 Art of War cards to activate a new Unit – as he's got 2 Maneuver cards in front of him. He activates his **Legion of the Damned** and places the corresponding Maneuver card in front of himself.*
At the end of this activation, Nick declares that he is done activating units and that his turn is over.

*During the turn, Nick attacked Sophie's **Nemean Lion** and her **Hoplites**.*
*Each of these Units has counter-attacked (see **Counter-Attacking the Attacking Unit** below). Sophie has therefore activated these Units and placed in front of her the corresponding Maneuver cards.*
At the end of the turn, Nick then places the 3 Maneuver cards placed in front of him into his discard, and Sophie does the same with the 2 Maneuver cards placed in front of her.

5 - Actions Which can be Performed During the Opponent's Turn

The spirit of your troops must be as hard as steel. They must not know fear, and they must strike the enemy, blow for blow.

During their opponent's turn, a General can **react** to enemy maneuvers.

He can:

- **Counter-attack** the attacking Unit
- **Defend** an attacked Unit
- **Harass** an enemy Unit

Counter-Attacking the Attacking Unit

An attacked Unit can choose to counter-attack. A counter-attack is resolved in a manner **similar to an Attack, starting from step 4**.

To do that, **the following conditions must be fulfilled**:

- The General must **discard a Maneuver card** corresponding to the Unit.
- A counter-attack is only possible against a **CC Attack** .
- A Unit can counter-attack only **once per turn**.

- Attack and Counter-Attack are considered to occur **at the same time**; the Wounds on both sides are applied simultaneously at the end of the Attack and Counter-Attack.

Summary of the Attack Roll:

- Roll a number of dice equal to the Attack value of your Unit.
- If you wish, you may discard one or more dice. For each discarded die, increase the value of another die by 1.
- You may re-roll each 5 obtained. The result of the new roll is added to the previous result.
- Discard dice to boost again if you so wish.
- Total up your successes and apply Wounds.

- At any point that you roll a 0, immediately remove that die; it will not be part of the result.

Summary of Counter-Attack:

- Discard a Maneuver card corresponding to the attacked Unit.
- Announce the use of Talents.
- Perform your Attack roll.

Summary of Defense:

- Spend 2 Power points.
- Your Unit must be adjacent to the defended Unit.

Summary of Harassment:

- Spend 2 Power points.
- Your Unit must be adjacent to the harassed Unit and have a greater CC Attack value.



Defending an Attacked Unit

A Unit can **substitute itself as the target of an Attack** towards another Unit.

To do this, **the following conditions must be fulfilled**:

- The two Units must be **adjacent**.
- The General of the defending Unit must spend **2 Power points**.
- Only **Terrain effects** which are applied to the Defense of the original targeted Unit are applied.
- A **ground Unit** **cannot** defend a **flying Unit**.
- A defending Unit can also **counter-attack**. To do that, its General must activate it.

***Example**: The **Infernal Marauders** Unit (ground) has 2 allied Units adjacent to it: the **Infernal Auditors** (flying) and the **Lycaons** (ground).*

- *The Marauders **cannot** defend the Infernal Auditors, as a ground Unit cannot defend a flying Unit.*
- *The Marauders **can** defend the Lycaons as they are both **ground Units**.*

Harass an Enemy Unit

A Unit can **prevent an enemy Unit from moving** during its activation.

To do this, **the following conditions must be fulfilled**:

- The two Units must be **adjacent**.
- The General of the harassing Unit must spend **2 Power points**.
- The Unit harassing must have a **higher CC Attack value** (disregarding any) than that of its target.
- A **ground Unit** **cannot** harass a **flying Unit**.
- A Harassment action must be announced as soon as the Unit it targets is activated.

***Example**: The Unit of **Infernal Marauders** (ground, 4) has 3 enemy Units adjacent to it:*

*- **Spartans** (ground, 4),*
*- **Dawn Regiment** (flying, 5)*
*- **Toxotes** (ground, 2).*

- *The Infernal Marauders **cannot** harass the Spartans, as they do not have a **CC Attack value** **higher** than the latter.*
- *The Infernal Marauders **cannot** harass the Dawn Regiment, as a **ground Unit** cannot harass a **flying Unit**.*
- *The Infernal Marauders **can** harass the Toxotes, as they have a **higher CC Attack value** and they are both **ground Units**.*

6 - Using Talents

Even the strength of a Spartan phalanx, descendants of Heracles, is not without limits. A general must obtain the best from his troops and take advantage of the weaknesses of his enemies to crush them without mercy!

To **use** one or more Talents from one of his Units, a General must:

- Check that the **conditions** to use the Talent are fulfilled.
- Pay the **cost** in Power points (indicated on the left side of the Unit card).

- Unless otherwise specified, if a Talent modifies the resolution of an action or of a Maneuver (die roll, Movement, etc), the use of that Talent must be announced **before the resolution of that Maneuver**.
- The effects of a given Talent **cannot be cumulated** for a given Unit. Unless otherwise specified, a Talent can only be used once for as long as its effects are applied. (example: a Talent whose effects last for a turn can only be used once per turn by a given Unit).
- During combat, the attacker announces the Talent(s) they will use, then the defender does so.
- Spending Power points to increase a Characteristic with a is considered the use of a Talent.
  Reminder: this effect lasts until the end of the next Maneuver or action.



Variant: 4-Player Battle

To lead a 4-player Battle, the **special rules** below are applied in addition to the regular rules:

- The players form **two teams** each made up of two players.
- Each player chooses a **Faction**. The players of a same team can choose different Factions.
- Each General has **60 points** to recruit his Units. he can recruit any **Unit from his Faction**. Two Generals from a same team cannot recruit an identical Unit (same name, same illustration, and same affiliation).
- Each player must spend **at least 55 Recruitment points**. They get 2 Power points at the beginning of the game for each unspent Recruitment point.
- The team that begins the game sets up **6 boards** in a rectangle to form the **Battlefield**. The other team determines the **Deployment Zones**.
- For the deployment and the order of the players' turn, the order must always be the following:

  Team 1, player 1 - Team 2, player 1 - Team 1, player 2 - Team 2, player 2

- The draw decks are only reshuffled when the decks of all four players are empty.
- The Generals of a given team each play the Units they've recruited, and cannot trade Units, or reveal the contents of their hand, or benefit from the Talents of Units they have not recruited.

Victory

The team who has reduced the two enemy armies to a total of **3 Units** wins the Battle.



Summary of the 4-player Variant:

- Form two teams of two players.
- Set up 6 boards for the Battlefield.
- Play your turns one player after another while alternating teams.
- Reduce the armies of the enemy team to 3 Units.

Variant: Deck Building

The General can create his army by recruiting any Unit, **regardless of the Factions**.

All other restrictions still apply.

- This variant can only be played if the two Generals agree on its use.
- The opposing armies cannot contain an identical Unit (same name, same affiliation, same illustration).
- This variant can be used during a 4-player Battle.

- **Arching Shot**: When making a Ranged Attack, allied Units are not treated as obstacles to the Ranged Attack.

- **Assault Support**: This Talent can only be used before activating Units. The General of the Unit using this Talent can go look for up to 2 cards of his choice in his draw pile. He can then activate the Unit that is using its Assault Support Talent, followed by another Unit, as well.
The General only discards the Maneuver cards of the Units activated this way. No Art of War card is required. No other Unit can be activated this turn. If the two Units thus activated Attack during the turn, they are required to do so against the same enemy Unit.

- **Aura of Strength**: This Talent can be used at any time before a die roll and lasts until the end of the turn. When the Unit uses this Talent, its General can reroll one die of his choice during an Attack or a Counter-Attack.
This effect also applies to allied Units adjacent to the Unit using this Talent.

- **Cerberus' Bite**: During a CC Attack, choose one Unit adjacent to Cerberus. Perform up to 3 separate attacks, one on each of the following: the target of the original Attack, and up to 2 other enemy Units that are adjacent to both Cerberus and the original target. The number of dice rolled for each attack is indicated with the Talent. The Units attacked this way cannot counter-attack.

- **Coordinated Assault**: This talent can only be used before activating Units. The General of the Unit using this Talent can go look for up to four cards of his choice in his draw deck. He then can activate the Unit that is using its Coordinated Assault Talent, as well as up to 3 other Units in succession. The General only discards the Maneuver cards of the Units activated this way. No Art of War card is required. You cannot activate any other Units this turn.

- **Endurance**: This Talent must be used during the Wound resolution of combat. The Unit using this Talent can cancel one Wound it receives. This Talent can be used multiple times during each Wound resolution.

- **Evasion**: This Talent can be used when the Unit is the target of a CC Attack from a ground Unit. The attack is considered to have never taken place. The Maneuver card of the attacker is still discarded, however. The use of this Talent must be announced right after the declaration of the Attack and before the attacker declares the use of Talents. This Talent can be used multiple times per turn.

- **Explosive Shells**: if the Unit makes a Ranged Attack against a ground Unit, the difficulty to hit is reduced by 1.

- **Infantry Drill**: This Talent can only be used before activating Units. The General of the Unit using this Talent can go look for up to 3 cards of his choice in his draw deck. The General can then activate the Unit that is using its Infantry Drill Talent, as well as up to 2 Infantry Units adjacent to that Unit. The General only discards the Maneuver cards for the Units activated this way. No Art of War card is required. No other Unit can be activated this turn.

- **Infernal Bombardment**: This Talent must be used before the Unit's Movement phase. This Unit cannot Attack this turn. All enemy Units flown over by this Unit during its Movement suffer an Attack with the number of dice indicated next to the Talent on the Unit's card.
The Units thus attacked cannot Counter-Attack.

- **Judgment of Souls**: If the Unit destroys another Unit, immediately take 2 Power points from the reserve.

- **Leader**: This Talent allows the Unit's General to spend Power points instead of Art of War cards to activate multiple Units on a given turn. 1 Power point = 1 Art of War card.

- **Mobility**: The Unit can move after having attacked, as long as it hasn't moved before attacking.

- **Overrun**: During a CC Attack, the difficulty to hit is reduced by 1 if the Vitality value of the attacker is greater than or equal to that of the defender.

- **Parry**: This Talent can only be used by a Unit making an Attack or a Counter-Attack, during Wound resolution. One Wound caused to the attacker and to the defender is canceled.

- **Rage of the Lion**: When this Talent is used, the Nemean Lion has the Characteristics of those on his Vitality 7 Unit card.

- **Reinforcement**: This Talent can only be used when the two Generals are reshuffling their draw decks. The Unit using this Talent regains one Vitality level (return the next-higher Vitality card to the top of the Unit's stack). This talent can be used multiple times in succession as the draw decks are reshuffled.

- **Retreat**: When a Unit with this Talent is attacked, that Unit moves back one space and cancels one Wound it should suffer. This Unit cannot Counter-Attack on the same turn. If the Unit cannot move back a space, this Talent cannot be used.

- **Scout**: The Unit can ignore Movement penalties during its next Movement.

- **Sentry**: The Unit can defend another Unit without spending Power points, other than those required to use this Talent.



List of Talents

- **Skilled Melee**: This Talent must be played after having rolled the dice when the Unit with this Talent has made a CC Attack. The General can reroll a die on which the result was 0.
  This Talent can be used once per Attack.

- **Skilled Shot**: This Talent must be played after having rolled the dice when the Unit with this Talent has made a Ranged Attack. Its General can reroll a die on which the result was 0. This Talent can be used once per Attack.

- **Spread Shot**: When making a Ranged Attack, this Talent allows the Unit using it to Attack two enemy Units adjacent to each other, and within range. The targeted Units must be ground Units. Treat each as a separate Ranged Attack.

- **Track**: The Unit can Harass an enemy Unit without having to spend Power points – other than those required for the use of this Talent.

- **Unholy Strength**: During a CC Attack, the Unit gains an extra die.



Campaign: The Stelae of Destiny

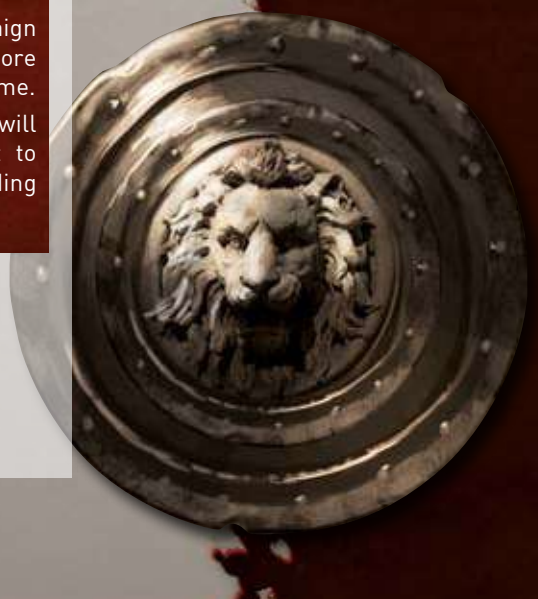


The campaign booklet "The Stelae of Destiny" offers a series of **scenario-based games**, meant to progressively introduce the various game mechanisms.

- For the Battles of the campaign, the Battlefields and the players' Armies are **predefined**.
- Each Battle of the campaign contains its own **victory conditions**, and **special rules** may apply.

The first scenarios of the campaign will help you get gradually more familiar with the rules of the game.

Then the following scenarios will offer you special rules meant to spice up your Battles by adding strategic variants.



Lexicon

- **Activate**: Spend a Maneuver card to have a Unit perform a Maneuver on your turn, or to Counter-Attack.
- **Art of War cards**: Cards from the draw deck which may be used to:

- Activate multiple Units during a player's turn.
- Get a specific Maneuver card in your Draw.
- Obtain two Power points.

- **Battle**: Group of successive turns during which the players perform Maneuvers with their Units, and at the end of which a winner is chosen.
- **Battlefield**: Group of game boards representing the area where the Battle takes place and where the Unit tokens are placed and moved.
- **Characteristics**: Numbers given on Unit cards, representing the strength of a Unit during combat. The Characteristics change according to Vitality.
- **Deployment Zone**: Designates the two rows of the Battlefield closest to each player, on which the Unit tokens are placed before the Battle.
- **Discard**: A face-up pile of cards, comprising the Art of War and Maneuver cards used by a player during the game. These cards cannot be used until the player reshuffles his draw.
- **Draw**: A face-down deck of cards, comprising all the Maneuver and Art of War cards available to a player during the Battle.
- **General**: This is the player, who is leading his troops in the Battle.
- **Legendary Unit**: Unit which can only be recruited once by a given army.
- **Maneuver**: A Move or Attack action performed by a Unit during its activation, requiring the General to spend a Maneuver card.
- **Maneuver Cards**: Cards from the draw deck which, once played, allow Units to perform a Maneuver or a Counter-Attack. Each Maneuver card is assigned to a specific Unit, and can only be used to activate that Unit. The number of Maneuver cards available for a Unit is indicated by the Maneuver Characteristic's value on the Unit's card. These cards start out in the player's draw deck. Used Maneuver cards will go face-up in the player's discard pile.
  A player can also discard a Maneuver card to gain a number of Power points equal to the Leadership value of the Unit – in which case the player can no longer use that card to activate the Unit.
- **Power points**: Points gained by discarding cards, which allow the player to use special game effects: improving a Unit's Characteristic, using a Talent, performing certain actions, etc.
- **Range**: Secondary number of the Ranged Attack Characteristic, which indicates the maximum number of spaces away the target may be from its attacker.
- **Recruiting**: Spending Recruitment points to acquire Units to assemble one's army.
- **Reserve**: Common group of Power points available to players during the Battle. Used Power points are returned to the reserve.
- **Exhaust**: Having discarded all the cards of one's deck, such that there are no cards to draw at the beginning of one's next turn.
- **Talents**: Special game effects that Units can use over the course of a battle by spending Power points.
- **Unit**: A military force recruited and controlled by a player, represented by a Unit Stack and a token on the Battlefield.
- **Unit Stack**: Group of cards with an identical name, affiliation and illustration, which form a Unit, placed face-up and sorted in decreasing order of Vitality.
- **Vitality**: A Characteristic of a Unit indicating the number of Wounds required to eliminate it. The Vitality also determines the total number of cards forming the Unit Stack.

Credits

A game by Benoît Vogt
Artwork: Loïc Muzy
Layout and iconography: Olivier Trocklé
Translation: Eric Harlaux
Revision: Eric Franklin & Nathan Morse

© 2012 **PLAY & WIN** & **IELLO**.
All rights reserved
www.playandwingames.com

For having tested, advised and accompanied Mythic Battles, the author would like to thank:

- the pros: Cédric Barbé and Gabriel Durnerin from IELLO, Tanguy Gréban from Case Départ, Thibaut Gruel from la Caverne du Gobelin and Aurore Py.
- the Vogt family: Romane, Murielle, Patricia and Gilbert.
- the cousins: Béatrice, Julien and Emilie Guillot, as well as Nicolas Pilon.
- the buddies: Alexandre Nicolas, Pierre Mazerand, Cordélia Hurth and Ludovic Lepercq, as well as Jonathan Chertesz.
- the Bohn family: Simone, Gérard and Cécile.
- the Belle family: Audrey and Julien.
- Loïc Muzy and Olivier Trocklé for their investment and their availability.