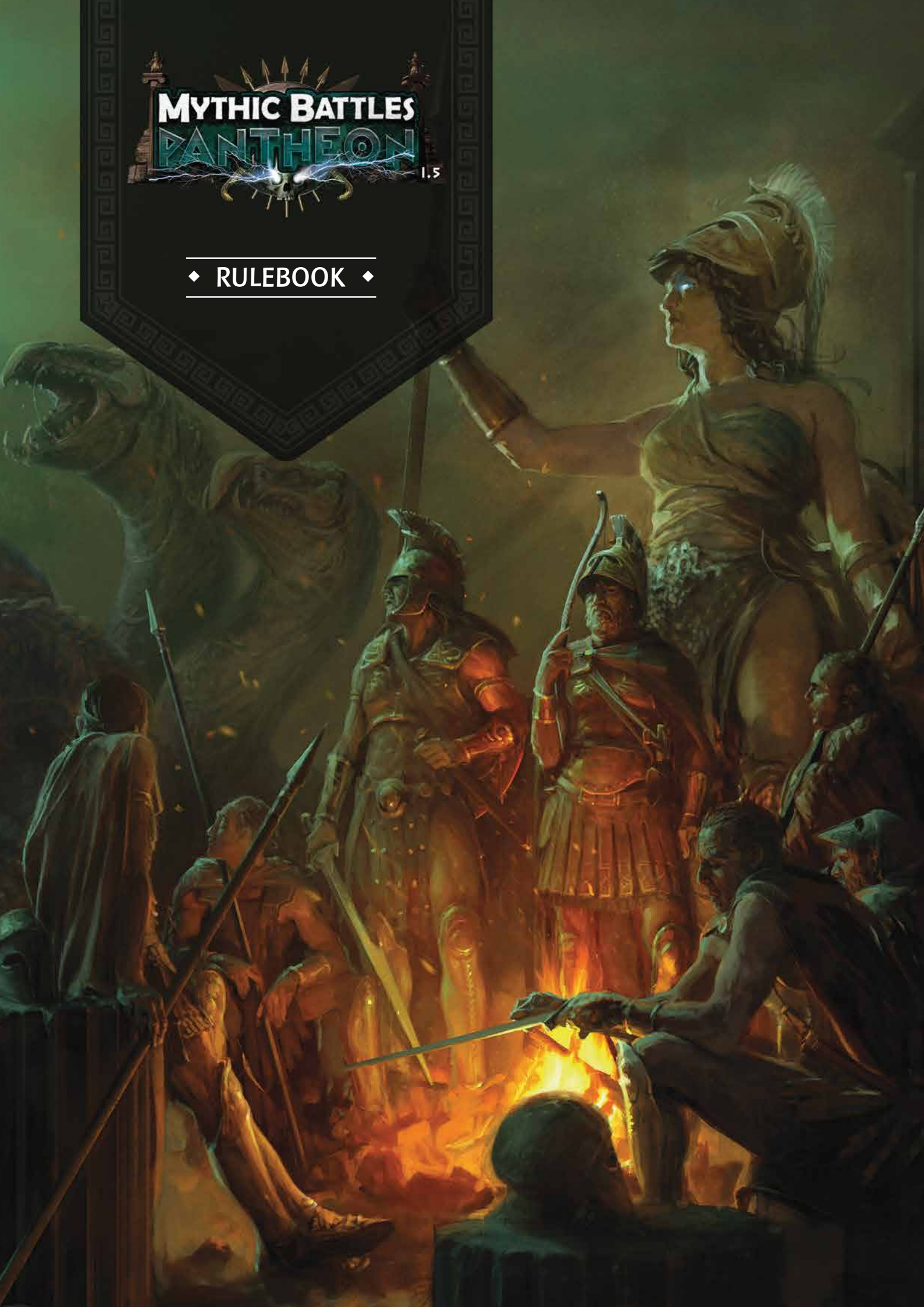
MYTHIC BATTLES PANTHEON 1.5

◆ RULEBOOK ◆





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A NEW DESTINY

The Persian Wars were over, the Greeks victorious. None could doubt their courage or strength. The Athenian fleet had brought peace to the seas, and Sparta basked in the glory earned by the valiant sacrifice of Leonidas and his three hundred warriors at Thermopylae.

The gods of Olympus looked down and were satisfied with their work. While the mortals imagined that this victory was their making, the gods knew the truth. They were the ones who had restored order in a world dominated by chaos. Their glory had inspired the heroes who had chased the monsters and made Greece a safer place. They gave their patronage and gifts to the mortal cities that now prospered in their name.

From atop his golden throne, thunderbolt in hand, Zeus allowed himself a moment to rest. The Titans and the Giants were locked up in Tartarus; the monsters and wild tribes defeated or exiled. Only the prosperous and peaceful humanity remained in this Greece he had built. All was well. At least, so he thought...

But beneath the calm surface of the Olympian court bubbled a wrathful fury of monumental proportions, and it was about to erupt. Zeus was calm, but his wife, Hera, was furious beyond words. Yet again, Zeus had been unfaithful. Yet again, a mortal woman had borne him a son: Ambrosios, the Last-born. Yet again, Hera was shamed and humiliated in front of all the gods of Olympus. This time she was going to make him pay.

In truth, it was the Moirai doing. Hera was angry, of course, but it was the Moirai that stoked the flame of this anger in the apoplectic fury she found herself in, whispering in her ear, poisoning her thoughts and influencing her to take the most foolhardy of actions.

And so Hera veiled her face and slipped away from Olympus. She crossed the mortal realms to reach the unfathomable depths of the Underworld, to the gates of the ancient prison of Tartarus. There, at the foot of the iron gates, Hera managed to bend Campe's will. And so, in Hera's mad gesture of defiance and spite, the heavy iron doors were opened wide, and the Titans whom Zeus had imprisoned were released once more!

Intoxicated with centuries of brooding their dark revenge, the mighty primordial divinities wrought havoc across Greece. A second war between gods and titans - a second Titanomachy - had begun!

The vast battles of this divine war caused carnage on a scale never before seen by mortals. Entire cities were razed, lands flooded, or crushed by tumbling mountains, and millions died. And still they fought on. In danger of losing everything, Zeus summoned all the Olympian gods to his side, and in a final cataclysmic battle, they fought to save Olympus itself against Cronos and his army.

The final clash was apocalyptic. Gods and Titans fought on the slopes of Olympus. In a final moment of destruction, a phenomenal force was unleashed which shook the world. An explosion so devastating that many gods perished. Much later, man named this event "the Cataclysm".

Of the mortals, fewer than one in ten survived the shock wave of the Cataclysm. Gods and Titans alike were stunned or killed, and the survivors lay in an everlasting stupor, for almost a century. During this time lapse, the Last-born fought to help the remaining of mankind rebuild itself, before vanishing. When the gods awoke, it was to a different world. Olympus was gone, scattered in a billion pieces. And among the scattered debris, a new stone, the omphalos, had been formed from the crystallized energy of the dead gods.

The gods were not the only dazed survivors that stared with wonderment at this ruined land. When Zeus had called for help, Hades had left his guardianship of the Underworld to fight alongside him. In the ensuing cataclysm, it was not only the Titans who escaped. The world was turned upside down, and no one stood guard at the gates of the Underworld. The monsters slain by legendary heroes had escaped too, and now sowed terror in the ruins of Greece.

But all is not lost. The monsters were not the only ones to have escaped from the darkness. The heroes who slew them were also back in the land of the living. The legendary names of Heracles and Achilles ring out once more.

A new era had started: the Age of Hope. The surviving gods are the natural leaders of this melting pot of monsters and heroes. They alone can control the wanton urges of these creatures, as well as the egos of the legends. And even if they are weak compared to their former selves, the gods remain hugely powerful.

The gods quickly realized that the key to their salvation was in absorbing the scattered omphalos, and regaining the divine power that was rightfully theirs. With this renewed immortality, they could create a new pantheon of gods, formed in their own image. And so they set out, accompanied by bands of followers, to search across the abandoned expanses of Greece for the rare and priceless omphalos, and a chance to build a new world...



I· INTRODUCTION

The Second Titanomachy is over; you are on the threshold of a new era: The Age of Hope. Greece is now a post-apocalyptic land in which the Gods have fallen, where heroes and long-dead monsters have been released from Hell. In all this chaos, who will be your champion in the struggle to forge a new world from the ashes of the old?

In **MYTHIC BATTLES: PANTHEON** – You muster your army, led by your divinity, and enter battle to regain the divine shards of power - A player's army consists of all the units under their control.

II· GAME TERMS

There are many game terms in **MYTHIC BATTLES: PANTHEON**, some of which are also words in common use. For the full list, see the index on page 38.

- To avoid confusion, the following conventions are used: stats are written in italics, for example: *offence* or *range*;
- Powers and talents are capitalized, for example: Soul Culling, Leader, or Bolster.

III· RULES HIERARCHY

Some rules are designed to overwrite others, such as when a power bends or breaks the rules described in this rulebook.

During a game, when two rules contradict each other, the rule with the higher priority takes precedence.

From highest priority to lowest, the order is:

1 ▶ SCENARIO RULES
2 ▶ POWERS
3 ▶ TALENTS
4 ▶ CLASS
5 ▶ GAME RULES

IMPORTANT: some of the rules dealing with the resolution of effects override this hierarchy and take precedence over all other rules and/or effects. These rules are preceded by this icon: !

! IGNORED EFFECTS
When an effect is ignored, it is not applied and, in terms of the priority hierarchy, has no effect.

! SIMULTANEOUS EFFECTS
If two or more effects happen at the same time, the active player decides the effect resolution order. The selected effect must be fully resolved **BEFORE** the next effect begins.

! TRIGGERED EFFECTS
A triggered effect is always fully resolved before any other effect is resolved. An effect is not cancelled if its trigger conditions are no longer fulfilled during its resolution.

Example, an effect that moves a terrestrial unit into an aquatic area is completely resolved even if the effect cannot be triggered in this type of area.

IV· WINNING THE GAME

MYTHIC BATTLES: PANTHEON can be played in two ways: **skirmish mode** or **adventure mode**.

In skirmish mode, there are two ways to win, irrespective of the number of players. The game ends immediately if:

IN A PLAYER VS PLAYER GAME

OR
- When only one divinity remains alive.
- When a divinity absorbs a total of four divine stones.

IN A TEAM VS TEAM GAME

OR
- When one divinity of a side is destroyed.
- When a divinity or divinities of a side absorb four divine stones.

The player or team that still owns at least one divinity **OR** a divinity, or divinities, who has absorbed a total of four divine stones wins the game.

In adventure mode, players select a scenario. Each scenario states its own victory conditions. These conditions are not always the same for each player.

V· OVERVIEW

MYTHIC BATTLES: PANTHEON uses different types of game components such as boards, miniatures, dashboards, and cards.

A· GAME BOARDS

The game boards define the battlefield where the game is played. They are divided into areas, which are delimited by boundaries. In the center of each area is an icon. These icons are used to determine line of sight. The icon shape denotes the area's terrain type. It also contains a number that indicates the area's capacity.

When the number of units (not miniatures) in the area equals its capacity, the area is full, meaning it cannot contain any additional units.



OPEN GROUND | FOREST | RUINS



ROCK | CLIFF | RIFT



SWAMP | STAIRS | LAVA



WATER | CAGE | POLAR

Two areas are considered adjacent if they share a common boundary.

A units "surroundings" are the area in which the unit is located and all areas adjacent to that area.

! EFFECTS IN SURROUNDING AREAS
An effect that affects the surrounding area of a unit must target an area that is visible to the unit responsible for generating the effect.

B· UNITS

Each players army is comprised of units.

UNIT ALLEGIANCE: A unit is allied to another if they are both controlled by the same player OR if the two players that control them are on the same side. A unit considers itself as an ally. A unit controlled by an opponent is an enemy unit.

These units are represented by miniatures on the board, and represented by dashboards or troop cards off the board.

There are 5 different types of units:
gods and **titans** (divinities), **heroes**, **monsters** and **troops**.

1. The hero, monster, god and titan units

Each of these units is represented by 1 unique miniature on the board and represented by a dashboard which lists and tracks their various game values:



Medea's dashboard

◆ DASHBOARDS ◆

1. **Type of unit:**
   Blue: Titans | Yellow: Gods
   Green: Monsters | Gray: Heroes
2. **Stat slide:**
   this slide sits in the slots cut into the dashboard. The unit's current stats are visible through the stat slide's central window. The symbols for the different stats are embossed on the stat slide and are defined below. A unit starts the game with its slide on the topmost row.
3. **Stats table:**
   each row of the table corresponds to a *vitality* point of the unit. As a unit is wounded, the stats change.
4. **Activation card:**
   the number of activation cards available to the unit. Each icon represents one activation card.
5. **Strategic value:**
   each icon represents one art of war card (AoW card).
6. **Recruitment points:**
   the unit's cost in recruitment points (RP).
7. **Unit's name.**
8. **Talents.**
9. **Powers:**
   the unit's powers can be found on the right side of the dashboard. Each power is described in a box as follows:
   - 9.1 Type of power
   - 9.2 Cost
   - 9.3 Name
   - 9.4 Number of tokens associated with the power (if required)
   - 9.5 A detailed description
10. **Class:**
    a unit can be aquatic, fireproof, flying, boreal, huge or terrestrial. If none of these icons is present, then it is a terrestrial unit.



◆ STATS ◆

- **OFFENCE:** the number of dice the unit rolls for its first assault in an attack.
- **DEFENCE:** a value that denotes how difficult it is to wound the unit.
- **RANGE:** the maximum distance in number of areas at which the unit may make an attack. *Range* 0 is the area the unit occupies.
- **MOVEMENT:** the number of areas the unit travels when they walk.
- **AVAILABLE POWER:** the number of dice used for offensive power attacks (number) or the availability of a power (symbol). If this entry is a dash, then that power can no longer be used.
- **VITALITY:** number of remaining *vitality* points.

A units' *vitality* cannot be increased beyond the maximum value indicated on its dashboard or troop card.

Modifiers (powers, talents, terrain, etc.) can neither decrease the values of *offence*, *defence*, *range* and *movement* below 0, nor increase them above 10.

2. Troop units

Unless stated otherwise, a troop unit always costs 1 RP to recruit.

A troop unit is represented by one or several miniatures on the board. All the miniatures in play from the same troop unit must always be in the same area.

These miniatures also represent the *vitality* points of the unit. A complete unit is a troop unit with all its miniatures on the board.

A destroyed troop unit can return to the game using troop recall (*see page 13*).

This type of unit is represented by a troop card which lists and tracks their various game values:

◆ TROOP CARDS ◆

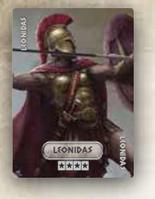


Spartan Troop Card

1. **Number of miniatures:**
   each symbol represents one miniature in the troop and also corresponds to its number of *vitality* points.
2. **Activation cards:**
   the number of activation cards available to the unit. Each icon represents one activation card.
3. **Name.**
4. **Class.**
5. **Stats:**
   a troop card displays the same stats as other types of units (*offence*, *defence*, *range* and *movement*). However, the *vitality* stat is not indicated, **AS** this is represented by the number of this unit's miniatures on the board.
6. **Talents:**
   if a troop unit is no longer complete and there is only one miniature left of the troop, that troop's talents can no longer be used.
7. **Power description.**

OTHER GAME COMPONENTS

In addition to the boards, miniatures, dashboards and troop cards, there are also a number of other game components that players will use.



◆ ACTIVATION CARDS ◆

Each unit has their own set of identical activation cards. An activation card only lists the unit's name, the associated artwork and the number of activation cards it has. These cards allow units to be activated during the game.



◆ ART OF WAR (AOW) CARDS ◆

These cards are all identical. They allow the players to pay for additional activations, manoeuvres, powers, etc.



◆ OMPHALOS ◆

Omphalos are the divine stones in Greek mythology. They are represented by plastic gems which represent the crystalized divine energy needed by the divinities to recover their lost power. They are placed on the board as indicated by the scenario map.

VI· GAME SETUP

Every game of **MYTHIC BATTLES: PANTHEON** is set up according to the game mode selected by the players: **skirmish** or **adventure**.

A· SKIRMISH

If players decide to play in skirmish mode, follow the steps below:

1· Recruitment type choice

Players jointly decide which game recruitment type to use: **draft** or **constructed**. The remainder of the game setup step varies depending on this choice.
NOTE: The constructed recruitment type can only be used for 2-player, or 4-player team games.
Whatever the recruitment type, move on to step 2.

2· Board choice.

2.a ◆ DRAFT: players agree on the board to be used during the game. Move on to step 3.a.

2.b ◆ CONSTRUCTED: each player selects a board. Which board will be used during gameplay is determined during one of the following steps. Move on to 4.b.

3· Deciding the lead player

3.a ◆ DRAFT: each player rolls a die. Whoever gets the highest score is the lead player. The next player in a clockwise direction selects the side of the board on which they will deploy. Move on to step 4.a.

3.b ◆ CONSTRUCTED: each player rolls a die. Whoever gets the highest score is the lead player and chooses which board they will play on from the two boards previously selected. The following player in a clockwise direction decides which side of the board they will deploy on. Move on to step 5.

4· Recruitment

4.a ◆ DRAFT: each player recruits all the units they will control during the game. These constitute their army. Refer to the description of the relevant recruitment type then move on to step 5.

4.b ◆ CONSTRUCTED: each player recruits all the units they will control during the game. These constitute their army. Refer to the description of the relevant recruitment type then move on to step 3.b.

5· Table setup

Players jointly arrange all the game components as described in chapter D – Table setup (see page 12).

6· Starting the game

The lead player starts the game, then the other player or players each play their turn clockwise around the table.

B· ADVENTURE

If players decide to play in adventure mode, follow the steps below:

1· Scenario choice

Players select a scenario together, ensuring the scenario-recommended number of players is taken into account.

2· Recruitment

Each scenario dictates the type of recruitment process to use: **draft** or **limited**.

- **DRAFT:** Recruitment points (RP) value is player number dependant and is scenario-dictated. Selection and counter selection occurs.
- **LIMITED:** Each player's army is scenario-dictated.

3· Table setup

Players jointly arrange all the game components as described in chapter D – Table setup (*see page 12*).

4· Starting the game

The lead player starts the game then the other player or players each play their turn clockwise around the table.

C· RECRUITING AN ARMY

1· Draft

Draft allows units to be recruited from all players' available units, or from a previously agreed upon selection of units.

In skirmish mode, the number of players determines the number of RP available to each player to spend on their army:

- 2 players ▶ **18 RP**
- 3 players ▶ **16 RP**
- 4 players ▶ **14 RP**

In adventure mode, the scenario dictates the number of recruitment points (RP) available for each player to spend on their army, and the lead player and any unit selection restrictions.

To recruit your army, follow these steps:

1 ▶ Lay out the dashboards and the troop cards of ALL available units on the table.
2 ▶ Players jointly decide on the type of divinity they wish to play: **god** or **titan**. Then, starting with the lead player and moving clockwise around the table, players take turns selecting a divinity of that type for their army.
3 ▶ Starting with the last player to choose their divinity, and moving counter-clockwise around the table, players take turns in selecting, one by one, the remainder of their army until all their RP are spent.

The following restrictions apply to each player:

- when a player recruits a unit, the RP cost must be paid immediately,
- an army may never include more than one divinity (god or titan),
- an army may not include more than one unit, in addition to their divinity, whose cost is more than or equal to 5 RP,
- an army or the same side in a team game may NOT include the SAME unit twice (Example: Achilles and Veteran Achilles or Heracles and Veteran Heracles, are both considered to be the same unit).

If a player cannot afford any of the remaining units, then any remaining RP are converted into AoW cards: take one AoW card for each unspent RP from the AoW card deck. These will form part of the player's starting hand.
If a player has 0 RP remaining, the other players continue selecting units in the same order, skipping the player whose recruitment has ended.

2· Constructed

Constructed allows the recruitment of units from all players' available units. The number of players determines the number of RP available for each player to spend on their army:

- 2 players ▶ **18 RP**
- 3 players ▶ **16 RP**
- 4 players ▶ **14 RP**

Players must jointly decide on the type of divinity they wish to play: **god** or **titan**.

To form their armies, each player recruits their units from all those in their possession. The following restrictions apply to each player:

- when a player recruits a unit, the RP cost must be paid,
- an army may never include more than one divinity (god or titan),
- an army may not include more than one unit, in addition to their divinity, whose cost is more than or equal to 5 RP,
- the RP total of all the recruited units must be exactly equal to the number of RP available at the beginning of recruitment,
- an army or the same side in a team game may NOT include the SAME unit twice (Example: Achilles and Veteran Achilles or Heracles and Veteran Heracles, are both considered to be the same unit).

3· Limited

The scenario dictates all the units that are available to be recruited by the players.



D· TABLE SETUP

During setup, regardless of game mode, the table is set up using the following steps:

1 ▶ Place the selected board in the center of the table. Add any 3D terrain elements, divine stones, tokens, and miniatures indicated on the scenario map. If the exact location of the 3D terrain elements is not scenario-dictated, they are placed according to the description of the corresponding terrain type (*see page 21*).

2 ▶ Place the dice, the AoW card deck and the omphalos card deck next to the board.

3 ▶ Each player places the miniatures, the dashboards, the troop cards and the tokens of their units in front of them.

4 ▶ Starting with the lead player then, moving clockwise around the table, each player in turn places a troop unit on one of the deployment areas. Continue until all the players have placed all their troop units on the board.

5 ▶ Each player builds their deck from:
- all the activation cards for every unit in their army and,
- a number of AoW cards equal to the total of all the strategic values of their units.

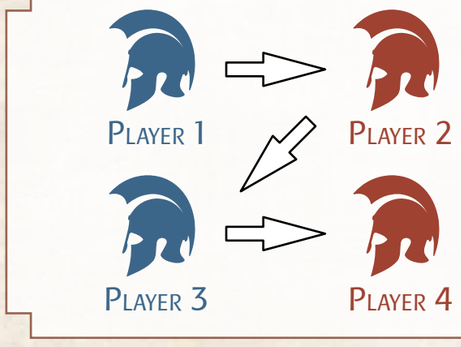
6 ▶ Each player forms their hand with:
- 3 additional AoW cards,
- the first 3 cards from their deck,
- any AoW cards gained during the recruitment of their army if they were no longer able to recruit.

ξ· TEAM PLAY

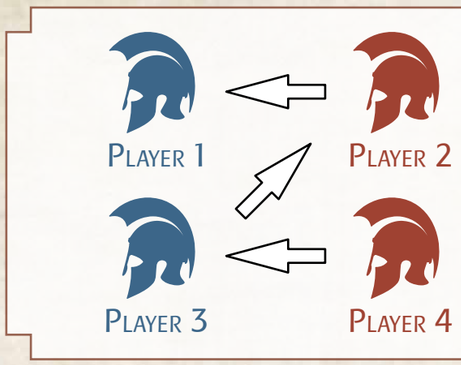
For four-player skirmish games, we advise you to play as two teams of two players instead of a free-for-all. Players on the same team constitute a side. All units on the same side are considered allies. The game play is identical to a player against player game with one exception.

In addition to sharing your victory with your teammate, the only rule change is about how the players are seated around the table and the impact this has on turn order.

As players in the same team deploy their miniatures on the same side of the board, it is easier for them to sit side by side. If this is the case, the round needs to be played in a "Z" as shown in the diagram below.



This order works both for turns in the recruitment of armies, and in the game itself. If the rules say clockwise, play the "Z" as shown above; if it is counter-clockwise, follow the diagram below starting with player 4.



Each player has 14 RP available for their army and the setup instructions used are the same as for a two-player game.

VII· PLAYING THE GAME

Mythic Battles is played in a series of rounds. During each round, each player takes a turn. The round starts with the lead player's turn, and continues clockwise around the table.

A· TURN SEQUENCE

Each turn consists of the following phases as described below. The player, whose turn it currently is, is known as the active player and they must complete each step in order to be able to activate their units.

1 ◆ START OF TURN PHASE

1.a: Effects of powers that were triggered during the previous turn of the active player that only last for one round, end now.

1.b: The active player draws 1 card from their deck.

1.c: If they pass their turn, they can draw another card and then go directly to the end of turn phase (4).

2 ◆ ACTIVATE A UNIT PHASE

2.a: The active player discards 1 activation card of the unit they wish to activate. They then declare if their unit will carry out simple actions or one complex action.

2.b: Any powers that have been triggered at the start of the unit's activation are resolved.

2.c: The unit is activated and can carry out:

- 0, 1 or 2 simple actions **OR** - 0 or 1 complex action

2.d: Any powers that are triggered at the end of the unit's activation are resolved.

3 ◆ ACTIVATE ANOTHER UNIT PHASE

3.a: If the active player has activated a number of units equal to their activation limit or if they no longer wish to activate another unit, they go directly to the end of turn phase (4).

3.b: If the active player chooses to activate another unit, they discard 1 AoW card and go back to the activate a unit phase (2).

4 ◆ END OF TURN PHASE

4.a: The active player decides whether or not to discard 1 AoW card to perform a troop recall.

4.b: The next player in a clockwise direction becomes the new active player. Their turn starts at the start of turn phase (1).

B· TROOP RECALL

When a player recalls a troop, they choose a troop unit (either in play or destroyed) that they control. All the miniatures of the unit (in play or not) are moved to the same area as their divinity. If the unit is carrying a divine stone, it is dropped in the original area the unit occupied. In addition, any tokens placed on the unit are removed from the game and their effects are cancelled.

ACTIVATION LIMIT

A player may activate a maximum of 2 different units from their own army in each of their turns.

A unit cannot activate more than once a turn.

DECK

DISCARD: players discard their cards face up in a pile to form their discard pile. This pile may be looked at by any player at any time during gameplay.

DECK RUN OUT: The game pauses when a player can no longer draw a card because their deck has run out.

All players refresh their decks, using the following steps:

1 ▸ Each player adds their entire remaining deck to their hand.
2 ▸ Each player shuffles their discard pile to form a new deck.
3 ▸ If necessary, each player draws a card (or cards) in order to have a hand of 3 cards.
4 ▸ Play resumes from the point where it was paused.
5 ▸ The player that triggered the pause draws any cards they were previously unable to.

VIII· ACTIONS

There are 6 actions to choose from, divided into two types: **simple** or **complex**.

A· SIMPLE ACTIONS

The simple actions are: **walk**, **attack** and **claim**.

If a unit carries out simple actions, the following restrictions must be taken into consideration:
- the two actions must be different,
- each action must be completed before the next is begun,
- if a unit carries out an attack, they cannot walk away after the attack during the same activation.

1· Walk

During a walk action, a unit may enter the same number of areas as its *movement* stat. Each new area must be adjacent to the previous one.

A unit's walk ends as soon as it enters an area containing one or more enemy units.

A unit can only enter an area whose terrain type description allows it. In addition, the unit can only cross boundaries whose boundary type description allows it.

A unit cannot enter a full area.

2· Attack

There are two types of attacks: the **normal attack** and the **area attack**.

The attacker is the unit declaring the attack and the defender is the unit that is the target of the attack.

When the attacker or the defender is referred to, it can either mean the unit, or the player controlling it.

a • NORMAL ATTACK

A unit carrying out this action resolves the steps of a normal attack sequence.

1 ▸ TARGET CHOICE;
2 ▸ ATTACK RESOLUTION;
3 ▸ RETALIATION.

1 ▸ Target choice

The attacker can only target enemy units that fulfill at least one of the following conditions:
- the unit is both visible and at a distance that is less than or equal to the attacker's *range*. A unit can always target an enemy unit in the same area (*range* 0).
- the unit is in an adjacent area that is full. In this case, the attacker can decide to attack as if they were in the target's own area (*range* 0).

◆ VISIBLE UNIT AND OBSTACLE ◆

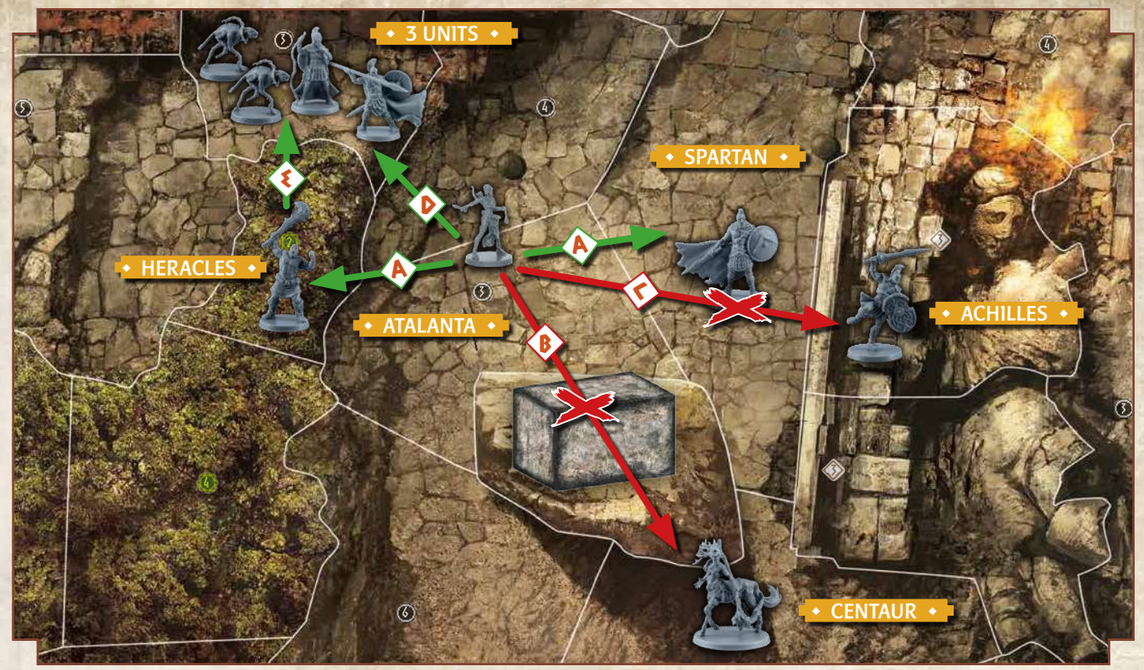
There are different kinds of obstacles; these are
- an area if it contains at least one unit,
- an area or a boundary that specifies in its description that it constitutes an obstacle,

To determine if a target is visible, the active player draws an imaginary line between the center icon in the attacker's area and that of their target. If this line does not encounter an obstacle, ignoring its departure and destination area, the target is considered visible.
A target that occupies the same area as the attacker is always considered visible.

◆ DISTANCE AND RANGE ◆

A target is in *range* if the attacker's *range* stat is equal to, or greater than, the shortest distance to it. To calculate this distance, a player must count the minimum number of areas necessary to go from one area to the other without taking into account the boundary and terrain types. The attacker's area is not taken into account in this calculation.

- Where reference is made to *range* X (X being a number), it refers to a distance less than or equal to X.
- Where reference is made to *range* X+, it refers to a distance more than or equal to X.



A **ATALANTA** *(*range *stat 2) can attack* **HERACLES** *or the* **SPARTAN**, *both units are within her* range *and there are no obstacles blocking her line of sight.*

B *She cannot attack the* **CENTAUR**. *The Centaur is within her* range, *but the rock area is considered an obstacle that blocks her line of sight*

C *She cannot attack* **ACHILLES**. *He is within her* range, *but the area occupied by the* **SPARTAN** *unit blocks her line of sight.*

D *She can attack any of the* **3 UNITS** *located within a 2 area* range, *as long as there are no obstacles that block her line of sight.*

E **HERACLES** *has a* range *stat of 0, but he can attack any of the 3 units in the adjacent area (*range *1), since the area is full. His attack against one of those units is considered a* range *0 attack.*

2 ▸ Attack resolution

To resolve an attack, carry out the following steps in order.

2.a ▸ EFFECTIVE VALUE CALCULATION
2.b ▸ FIRST ASSAULT
2.c ▸ SECOND ASSAULT
2.d ▸ WOUNDS

2.a ▸ Effective value calculation

The attacker and the defender each calculate their effective *offence* and *defence* values. These are the values of the unit's stats after any applicable modifiers have been taken into account. If, in a scenario or in a power, it refers to attacking with a certain number of dice, this corresponds to the effective *offence* of the attack.

The modifiers (powers, talents, terrains, etc.) cannot reduce *offence* or *defence* below 0, or raise them above 10.

2.b ▸ First assault

2.b.1: The attacker rolls a number of dice equal to their effective *offence*.

2.b.2: Any blank results are immediately removed. For each step, once a die has been removed, it is set aside and takes no further part in this attack.

2.b.3: Among the remaining dice, the attacker can discard as many dice as they want to get bonuses for the other dice. Each discarded die adds +1 to the result of another die. The new value of the remaining dice is equal to their result increased by the number of dice discarded to give them bonuses.



At each step, as soon as the value of a die equals or exceeds the effective *defence* of the target, the die is immediately placed on the attacker's dashboard or troop card to signify that they have inflicted a wound on the target (*see* 2.d ▶ WOUNDS).

2.c ▶ SECOND ASSAULT

If, during the first assault, the attacker rolled one or several dice with a result of 5, no matter if it was a direct result or after modification, they can carry out a second assault. To do this, carry out the following steps in order. If not, go straight to step 2.d ▶ WOUNDS.

2.c.1: The attacker rolls as many dice as they wish from those of the first assault with a result equal to 5.

2.c.2: Any blank results are immediately removed. Their previous result is thus lost.

2.c.3: The new results of the rolled dice are added to the 5 from the first assault.

2.c.4: Among the remaining dice (including any dice not discarded during the first assault), the attacker can discard as many dice as they want to get bonuses for the other dice. Each discarded die adds +1 to the result of another die. The new value of the remaining dice is equal to their result increased by the number of dice discarded to give them bonuses.

2.d ▶ WOUNDS

Each die result equaling or exceeding the effective *defence* of the defender unit inflicts a wound. For each die on the attacker's dashboard or troop card, the defender loses a *vitality* point:

- If the defender is a **divinity**, a **hero** or a **monster**, the player moves the dashboard's stat slide down a number of lines equal to the number of *vitality* points lost, in order to reveal the unit's new stats.
- If the defender is a **troop unit**, the player removes as many of the unit's miniatures as lost *vitality* points and places them on their troop card.

◆ DESTROYED UNIT ◆

A unit is destroyed when its *vitality* reaches 0:

- **divinities, heroes or monsters:** this means when the player can no longer push the slide down on the dashboard. The miniature is then removed from the board and placed with its dashboard back in the box. These units cannot return to the game.
- **troops:** this means when the player has removed the last miniature of the troop from the board.

A destroyed unit drops any elements it may be carrying (divine stones, etc.) in the area in which it was destroyed. If it had one or several power tokens attached to it, these are replaced in the appropriate reserve pool. A destroyed unit's activation and AoW cards remain in play. In a 3 or 4 player game, when a divinity is destroyed, the player controlling it removes from the game every element controlled by that divinity.

3 ▶ RETALIATION

If the defender is the target of a *range* 0 attack, they can retaliate against the unit who triggered the attack. The defender becomes the attacker and vice versa: the retaliator must discard 1 of their activation cards then resolve the attack as a normal attack (*see* 2 ▶ ATTACK RESOLUTION).

A unit cannot retaliate against a retaliation.
A unit cannot retaliate more than once per turn.

b • AREA ATTACK

An area attack is available to some units as their attack action. An area attack targets all units, allies and enemies, in the area except the unit making the attack. The target area must contain at least one enemy unit. The area itself is not attacked.

1 ▶ AREA CHOICE:

the attacker chooses the area to be attacked. The area must be within *range* and visible to the attacker.

2 ▶ TARGET CHOICE:

the attacker chooses the target unit. Each unit can only be targeted once.

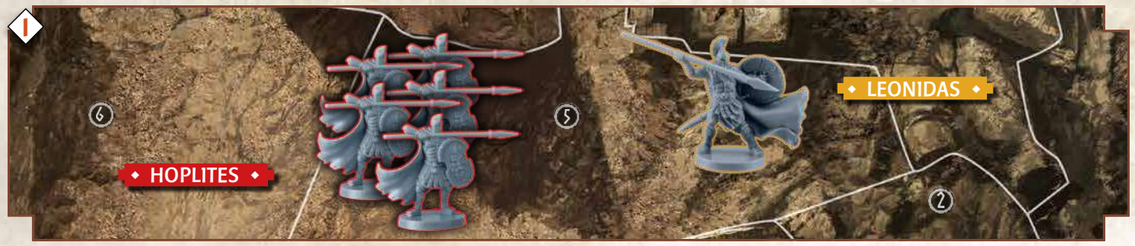
3 ▶ ATTACK RESOLUTION:

the attacker resolves the attack against this target in the same way as a normal attack (*see page 14*). If an allied unit is the target, the attack is resolved by the enemy player as if they owned the attacking unit. The enemy player cannot spend AoW cards but can otherwise freely decide which of the attacking unit's talents and powers to use in the attack.

If there is at least one unit that has not been targeted in the area, the attacker returns to step 2 of this sequence to target the new unit. If not, the attack is over.

IMPORTANT: the defender cannot retaliate during an area attack.

◆ RESOLUTION OF AN ATTACK EXAMPLE ◆



The **HOPLITES** *carry out an attack. The player controlling them (the attacker) chooses* **LEONIDAS** *as their target. This is feasible because* **LEONIDAS** *is in the same area as the* **HOPLITES**.
The defender does not declare the use of any talents or class.



The attacker claims **+1** *to their offence using their power. The effective offence of the* **HOPLITES** *is now* **4**.



The effective defence of **LEONIDAS** *is* **7**.



The attacker carries out the first assault. For this they roll 4 dice. The results are: blank, 3, 4 and 5.



They immediately discard the die with the blank result. They then decide to discard the 3 in order to increase the die result of 4 by 1. Its new result is now 5.



The attacker carries out a second assault. They decide to reroll all the dice with a result of 5. The result on each die is 1. This increases each of their previous results by 1. Their new result is now 6.



The effective defence of LEONIDAS is 7. To wound him, the attacker must have a result of at least 7 with a die. So they decide to discard one of their two dice to increase the result of the other one by 1 in order to generate a result of 7.



The attacker compares the result of their die to the effective defence of LEONIDAS. This result is equal to LEONIDAS' effective defence value, so a wound is inflicted by the HOPLITES. LEONIDAS' vitality is reduced to 5. The defender immediately moves the slide down one slot to LEONIDAS' new vitality value.



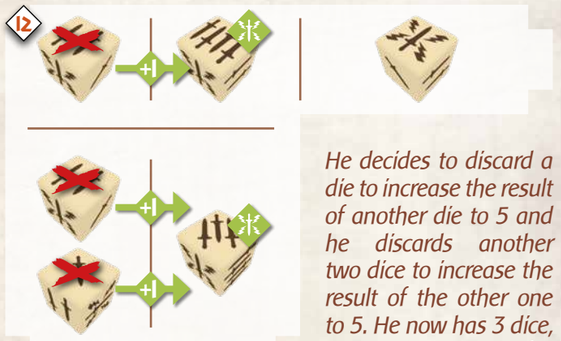
The defender declares retaliation against the HOPLITES. This is feasible because LEONIDAS is in the same area as the HOPLITES. They discard a LEONIDAS activation card. There is no declaration of the use of talents or class.



LEONIDAS has an effective offence of 6.
The HOPLITES have an effective defence of 5.



LEONIDAS carries out the first assault of his retaliation. He rolls 6 dice, the results are: 1, 2, 2, 3, 4 and 5.



He decides to discard a die to increase the result of another die to 5 and he discards another two dice to increase the result of the other one to 5. He now has 3 dice, each with the result of 5.

He decides not to carry out a second assault and goes straight to applying wounds.



LEONIDAS compares the results of his dice to the effective defence of the HOPLITES. The results of his three dice are equal to the HOPLITES' effective defence value, so three wounds are inflicted by LEONIDAS. The vitality of the HOPLITES is reduced to 2. The defender immediately removes three HOPLITE miniatures from the board.

The attack sequence is over.

3· Claim

A unit can claim an available divine stone (on the board) in the same area if they are not already carrying one. When a unit performs this action, the controlling player places the newly claimed divine stone on the unit's base. A unit may carry divine stones multiple times during a game, as long as they are only carrying a single stone at a time.

While a unit is carrying a divine stone it can still perform actions as normal.

B· COMPLEX ACTIONS

The complex actions are: **run**, **absorb** and **deploy**.

A unit carrying out a complex action cannot use their talents or powers (active, passive or offensive) for the duration of the activation.

1· Run

During a run action, a unit may enter the same number of areas as their *movement* stat +1. Each new area must be adjacent to the previous one.

A unit's run ends as soon as they enter an area containing one or more enemy units.

A unit can only enter an area whose terrain type description allows it. Moreover, the unit can only cross boundaries whose boundary type description allows it.

A unit cannot enter a full area.

2· Deploy

This action can only be carried out by a unit entering the game for the first time. A unit already in play or one which has been destroyed can no longer deploy.

During a deploy action, a unit is placed in their army's deployment zone, as dictated by the scenario. This must be allowed by the terrain type of the area.

A troop unit starts the game on the board (*see* **D · TABLE SETUP** *page 12*).

A unit cannot deploy into a full area.

3· Absorb

Only divinities in the same area as an unclaimed divine stone, or one collected by an allied unit, can absorb it. When a divinity absorbs a divine stone, the divine stone token is taken from the board and placed on their dashboard.
In addition, if this divine stone comes from the same mythology as the divinity, its effects are applied.

IX· DIVINE STONE

There are different divine stones associated with the different mythologies of the Mythic Battles universe. The divine stone of Greek mythology is the omphalos. That of Scandinavian mythology is the rune and the kheper for Egyptian mythology.
A divine stone is either **claimed** or **unclaimed**.

Claimed divine stone:
A divine stone is claimed if it is carried by a unit on the base of one of their miniatures. A unit can only carry one claimed divine stone at a time.

Unclaimed divine stone:
A divine stone is unclaimed if it is on an area of the board and not on the base of a miniature.

Dropping a divine stone:
a unit can drop a claimed divine stone in their area at any moment during their activation. Dropping a divine stone is not an action. Once dropped, it is then considered unclaimed.

Some game elements are treated in the same way as omphalos or divine stones. Whenever a rule or effect indicates that an element is considered to be the same as an omphalos or a divine stone, it follows all the rules and effects relevant to divine stones, but cannot be absorbed.

Effect of an omphalos:
the effect of an omphalos allows the player controlling the Greek divinity who absorbs it to take an Omphalos card and add it to their hand.



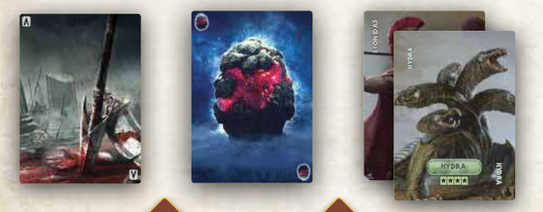
An omphalos card can be used in two ways:

- During any part of their turn, a player can take an omphalos card from their hand and put it back in the box. In return, their divinity regains one *vitality* point. This does not reduce the number of omphalos on the divinity's dashboard.
- An omphalos card can be discarded in the place of an AoW card.

X· ART OF WAR CARDS

Art of war cards are the currency with which a player can buy manoeuvres and other game effects.

When a player must discard an AoW card, the player can discard:



1 AoW card

OR

1 OMPHALOS card

OR

2 ACTIVATION cards from previously DESTROYED, non-troop units.

XI· MANOEUVRES

A player can carry out manoeuvres at any moment during a round (regardless of whose turn it currently is).

Each manoeuvre can only be bought once per round and per player.

A player must pay the cost in AoW cards to resolve the effects of a manoeuvre.

A· DRAW CARDS

- COST: 1 AoW card
- EFFECT: the player immediately draws 2 cards from their deck.

B· SEARCH FOR A CARD

- COST: 1 AoW card
- EFFECT: the player immediately searches through their deck and takes 1 card of their choice to add to their hand. They then shuffle their deck.

C· EVADE

- COST: 1 AoW card
- EFFECT: the player declares the use of evade with a flying non-troop unit that is the target of a *range* 0 attack. The attacker can choose a different target at a distance that is less than or equal to their *range*. If the attack is not redirected, the action is considered taken, but wasted.

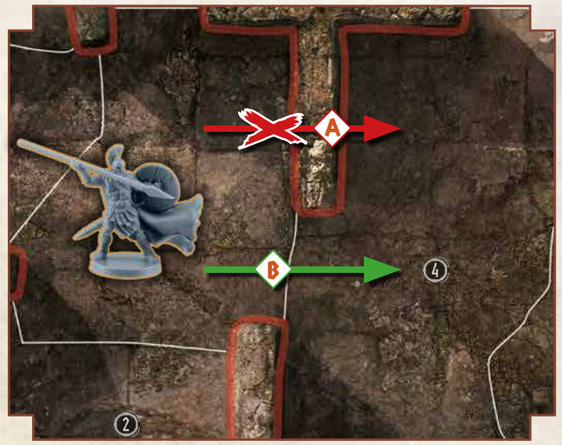
XII· BATTLEFIELD

A· BOUNDARIES

The areas on the board are separated and delimited by game elements known as boundaries.

A boundary is represented by a line or artwork, for example a wall, which defines its type. Each is only one type and only separates two areas. However, two areas can be separated by several different boundaries.

When moving between two areas separated by several boundaries, the least restrictive one is taken into account.



LEONIDAS *wants to move to an adjacent area. He cannot cross the wall* A*, as movement is forbidden. The normal boundary* B *allows him to move. He is therefore able to move to his destination area.*

Different boundary types are presented as follows:

Boundary type

- MOVEMENT: ✓ or ✗ (indicates if this type of boundary allows the movement of units between the areas it separates).
- EFFECT: description of the boundary effects.

Cage walls

- MOVEMENT: ✓ for troop units and heroes; ✗ for other unit types.
- EFFECT: none.

Chains

- MOVEMENT: ✓
- EFFECT: units moving through this boundary performing a walk or a run action must end this action.

Escarpment

- MOVEMENT: ✗
- EFFECT: none.

Heights

- MOVEMENT: the Heights icon does not affect unit movement actions - the boundary type on which it is placed does.
- EFFECT: the arrowhead points towards lower level areas. A unit standing behind the arrowhead, on the higher side, gains +1 *offence* and +1 *range* for attacks targeting a unit in any lower level area. In addition, obstacles are ignored when determining if a target in a lower area is visible or not.

Normal

- MOVEMENT: ✓
- EFFECT: none.

Wall

- MOVEMENT: ✗
- EFFECT: this boundary is an obstacle. A wall boundary is represented by a wall image surrounded by a continuous red line. The image itself is not an area.

B· TERRAIN

Each area is a single terrain type, indicated by its area icon.

If, in the description of a type of terrain, it is indicated that the terrain uses 3D elements, like trees or ruined columns, the effects can only be applied if at least one 3D element remains in the area.

If all 3D elements are removed, the area becomes open ground.

Different terrain types are presented as follows:

Type of terrain

- MOVEMENT: ✓ or ✗ (indicates if this type of terrain allows the movement of units to this area).
- OBSTACLE: yes or no (indicates if the area is an obstacle).
- 3D ELEMENTS: number and type (indicates if the terrain uses 3D elements).
- EFFECT: description of the terrain effects

Cage

- MOVEMENT: ✓
- OBSTACLE: yes
- 3D ELEMENTS: none
- EFFECT: a unit in this area gains +1 *defence* against any attack at *range* 1+.

Cliff

- MOVEMENT: ✗
- OBSTACLE: yes
- 3D ELEMENTS: none
- EFFECT: none

Forest

- MOVEMENT: ✓
- OBSTACLE: yes
- 3D ELEMENTS: the number of trees per area is equal to the area's capacity divided by two and rounded up.
- EFFECT: a unit in this area gains +1 *defence* against attacks of *range* 1+.

Lava

- MOVEMENT: ✓
- OBSTACLE: no
- 3D ELEMENTS: none
- EFFECT: a unit entering a lava area immediately suffers one wound. The controlling player must then move the unit to an adjacent non-lava area of their choice. The movement action ends immediately.

Open ground

- **MOVEMENT:** ✓
- **OBSTACLE:** no
- **3D ELEMENTS:** none
- **EFFECT:** none

Polar

- **MOVEMENT:** ✓
- **OBSTACLE:** yes
- **3D ELEMENTS:** none
- **EFFECT:** a unit that starts their activation in a polar area immediately suffers 1 wound. In addition, for the remainder of the turn, they can only carry out one simple or one complex action and cannot use active or offensive powers.

Rift

- **MOVEMENT:** ✓
- **OBSTACLE:** no
- **3D ELEMENTS:** none
- **EFFECT:** tthis area has no effect on troop units and heroes. Divinities and monsters must not end their activation in this area. They may only move through this area along a path of skulls (see image below) and only if their *movement* stat is enough to allow them to leave the area in the same activation. Divinities and monsters that walk or run through this area are not stopped by any enemy units present.



Rock

- **MOVEMENT:** ✗
- **OBSTACLE:** yes
- **3D ELEMENTS:** none
- **EFFECT:** a unit in this area gains +1 *range*. For attacks of *range* 1+, they gain +1 *offence*. In addition, obstacles are ignored when determining whether a target is visible or not.

Ruins

- **MOVEMENT:** ✓
- **OBSTACLE:** yes
- **3D ELEMENTS:** 1 ruined column per area
- **EFFECT:** a unit in this area gains +1 *defence* against *range* 0 attacks.

Stairs

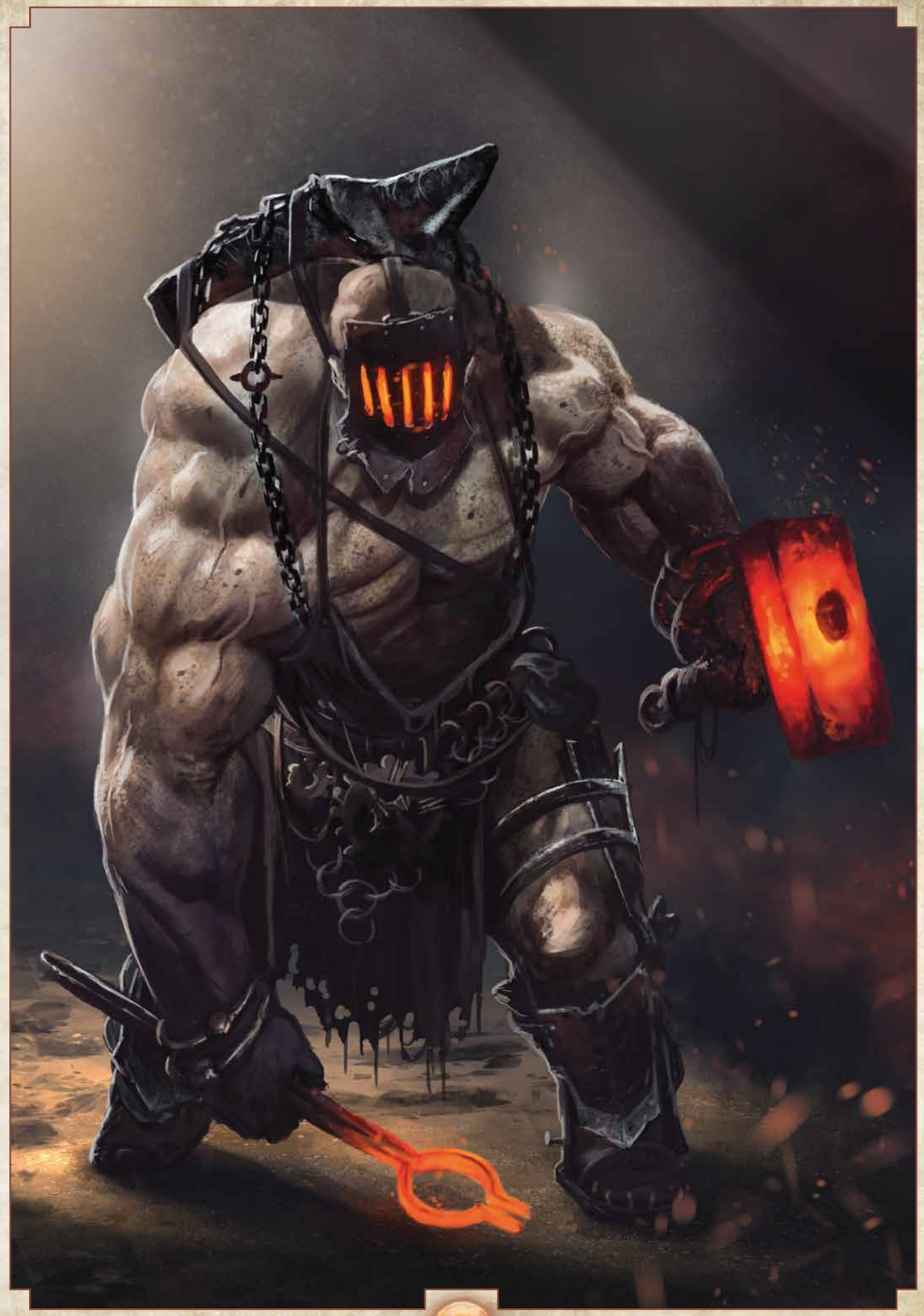
- **MOVEMENT:** ✓
- **OBSTACLE:** no
- **3D ELEMENTS:** none
- **EFFECT:** a unit in this area gains +1 *range*. For attacks of *range* 1+, they gain +1 *offence*. In addition, obstacles are ignored when determining whether a target is visible or not.

Swamp (aquatic)

- **MOVEMENT:** ✓
- **OBSTACLE:** no
- **3D ELEMENTS:** none
- **EFFECT:** units that walk or run into this area immediately end their activation. A unit in this area cannot walk and can run with a maximum *movement* of 1. In addition, they suffer -1 *defence* against attacks of *range* 1+.

Water (aquatic)

- **MOVEMENT:** ✓
- **OBSTACLE:** no
- **3D ELEMENTS:** none
- **EFFECT:** active and offensive powers and talents of units in this area are ignored.



XIII· CLASS

All units have a class that is shown by the possible presence of an icon on their dashboard or troop card. If there is no icon, the unit is considered as being of the terrestrial class.

TERRESTRIAL

- EFFECT: none



AQUATIC

- EFFECT: aquatic units gain +1 *movement* for walk or run actions if they start in, and only enter, aquatic areas during that action.

Aquatic units ignore all aquatic terrain effects (water, swamp, etc.).



FIREPROOF

- EFFECT: fireproof units ignore all lava terrain effects.



BOREAL

- EFFECT: boreal units ignore all polar terrain effects.



FLYING

- EFFECT: flying units can deploy on a cliff or rock area of their deployment zone.

A flying unit is not constantly in the air and moves on the ground. However, they can take flight to land elsewhere or swoop down on an enemy.

To represent this, a player who activates a flying unit has access to 2 additional complex actions:

Fast flight:
a unit that carries out a fast flight can enter as many areas as their *movement* stat +1 ignoring any terrain effects. During this action, the unit can enter cliff and rock areas. In addition, they can cross wall and escarpment boundaries. They cannot enter full areas.
During this action, the unit cannot drop a divine stone.

Note: units carrying out a fast flight are not stopped by enemy units that occupy the areas they fly over. They must respect other boundary effects.

Aerial attack:
a unit that carries out an aerial attack follows the sequence of a normal attack with the following exceptions:

- they ignore any terrain effects of the area they occupy,
- they gain a bonus of +1 *range*,
- when this unit determines if its target is visible or not, any obstacles are ignored.

HUGE



- EFFECT: a huge unit can never enter an area with an area capacity lower than 3.

The area this unit occupies is always considered full, regardless of its area capacity.
In addition, the talents and powers that could move a huge unit are ignored.

XIV· TALENTS

Some units have talents. Using a talent is optional and at the player's discretion.

A unit affected by the effect of a talent is the target of the talent. Multiple talents of the same name cannot target the same unit.

If a troop unit is no longer complete and there is only one miniature left of the troop, that troop's talents can no longer be used.

Talents are presented as follows:

TALENT NAME

- EFFECT: description of the talent effects.

ARCHER

- EFFECT: during the calculation of the effective *offence* value of a *range* 1+ normal attack, the unit with the Archer talent gains +1 *offence*.

BLOCK

- EFFECT: enemy units in the same area as a unit with the Block talent cannot carry out walk or run actions. An enemy unit cannot claim a divine stone that is in the same area as a unit with the Block talent.

A unit with the Block talent ignores these effects.

BOLSTER

- EFFECT: during the calculation of the effective *offence* and *defence* values of a normal or area attack, the allied troop units in the same area as the unit with the Bolster talent gain +1 *offence* and +1 *defence*.

CLIMB

- EFFECT : a unit with the Climb talent can walk into rock or cliff areas. The unit may cross escarpment boundaries and they ignore the effects of chain boundaries.

CLOSE COMBAT

- EFFECT: during the calculation of the effective offence value of a *range* 0 normal attack, the unit with the Close Combat talent gains +1 *offence* until the end of their current activation.

CLOSE PROTECTION

- EFFECT: during the calculation of the effective *defence* value of a normal or area attack, if an allied unit is in the same area, the unit with the Close Protection talent gains +1 *defence*.

FORCE OF NATURE

- EFFECT: before selecting the target of a normal or an area attack, if the unit with the Force of Nature talent is in an area with at least one 3D element, they can remove one of these elements from the board to gain +1 *offence* and +1 *range* until the end of their current activation.

GEM COLLECTOR

- EFFECT: during the activation of a unit with the Gem Collector talent, this unit can carry out a claim action from any visible area in their surroundings.

GUARD

- EFFECT: after the choice of the target of a normal or an area attack by an enemy, if the unit with the Guard talent is in the same area as the targeted allied unit, they become the new target.

This talent cannot be used against a retaliation or against terrain effects.

INITIATIVE

- EFFECT: after the choice of the target of a *range* 0 normal attack, if the target is the unit with the Initiative talent, they can retaliate before the original attack is resolved.

After the retaliation, if the attacker is further away from the target than their *range*, the action ends. If not, the attacker carries out the attack without the target retaliating again.

If both the attacker and the target have this talent, the effect is ignored.

Leader

- **EFFECT:** at the end of their activation phase, the player of a unit with the Leader talent may search their deck for an activation card of a visible allied troop unit in their surroundings and add it to their hand after showing it to their opponent. If this troop unit belongs to another player on the same side, this player takes the corresponding activation card from that player's deck.

The chosen troop unit can then be immediately activated by discarding one of their activation cards. This activation counts towards the maximum number of unit activations per turn. This new activation does not require an AoW card to be discarded.

If the unit chosen for this new activation does not belong to the active player, the player whose unit is using the Leader talent takes control of that unit until the end of their current turn.

Mighty Throw

- **EFFECT:** after having rolled the dice to resolve the first assault of a normal or area attack and before discarding the dice with blank results, the unit with the Mighty Throw talent can throw the target unit one area. This area must not be full and must be a terrain type which allows the target to enter. In addition, the target can only cross boundaries which allow movement through it.



The targeted unit drops any claimed divine stones before being thrown.

The type of unit that can be thrown depends on the number of blank results obtained:
- 1 for a troop or a hero unit,
- 2 for a monster or a god unit,
- 3 for a titan unit.

After having thrown the targeted unit, the attack is then resolved as normal even if the targeted unit is no longer at a distance less than or equal to the attacker's *range*.

Mobility

- **EFFECT:** a unit with the Mobility talent can walk even after having carried out an attack.

Monster Slayer

- **EFFECT:** after having rolled the dice to resolve the first assault of a normal or area attack and before discarding the dice with blank results, if the target is a monster unit, the unit with the Monster Slayer talent can reroll up to 2 dice. The attack is then resolved as normal.

Phalanx

- **EFFECT:** during the calculation of the effective *offence* and *defence* values of a normal or area attack, if an allied troop unit is in the same area, the unit with the Phalanx talent gains +1 *offence* and +1 *defence*.

Sneak Attack

- **EFFECT:** during the calculation of the effective *offence* value of a *range* 0 normal attack, if an allied unit is in the same area, the unit with sneak attack gains +1 *offence* until the end of their current activation.

Torment

- **EFFECT:** during the calculation of the effective *defence* value of a *range* 0 normal attack carried out by a unit with the Torment talent, the targeted unit suffers -1 *defence* until the end of the attack.

XV· POWERS

Powers allow the units that possess them to benefit from specific effects. There are 4 types of powers: **permanent**, **passive**, **active** and **offensive**.

A· TROOP POWERS

Troop unit powers are all permanent and are presented as follows:

1. **Detailed description of the power**
2. **Bonus:** indicates if the power adds a bonus to an indicated stat.



Infernal Warriors Troop Card

B· DASHBOARD POWERS



Phoenix Dashboard

1. **Power type:** indicates if the power is permanent, passive, active or offensive. If a unit has two powers, one of them will have a symbol with a white background and the other with a black background. This color corresponds to the symbol or number shown on the power column of the stat rows.
2. **Cost:** the total number of symbols indicates the power's cost in AoW cards.
3. **Name.**
4. **Power token:** indicates if the power uses tokens and how many.
5. **Detailed description:** indicates the effect of the power when it is used.
6. **Icon of available power:** indicates if the corresponding power can be used.

   If the power is not represented by a number, the icon corresponds to the power whose icon is identical (in shape and color).

   If the power is represented by a number, it corresponds to the power whose description includes an icon of value X of the same color.
7. **Value X:** indicates that the power replaces a stat by a value X. This value is the effective value of the stat and cannot be modified.



USING POWERS

A power can only be used by a unit if it is available; that is, if its icon (or a number on a background of the same color) appears in the window of the dashboard's stat slide. The powers of troop units are always available.

A player must pay the cost of the power in AoW cards in order to apply its effects. If nothing is indicated on the dashboard or on the troop card, the power does not require AoW cards to be used.

When a stat symbol associated with an X value on a background of black or white is shown in the description of the power, it means that the effective value of the stat is the one in the window of the stat slide. Powers triggered by an effect must be resolved.

Permanent

The unit can use this power whenever its conditions of use are fulfilled, even if they carry out a complex action or if they are not on the board.

Passive

The unit can use this power whenever its conditions of use are fulfilled, except if they carry out a complex action or if they are not on the board.

Active

The unit can only use this power once per turn during its activation, but cannot use it if they carry out a complex action.

Offensive

The unit can use this power during its activation but cannot use it if they carry out a complex action.

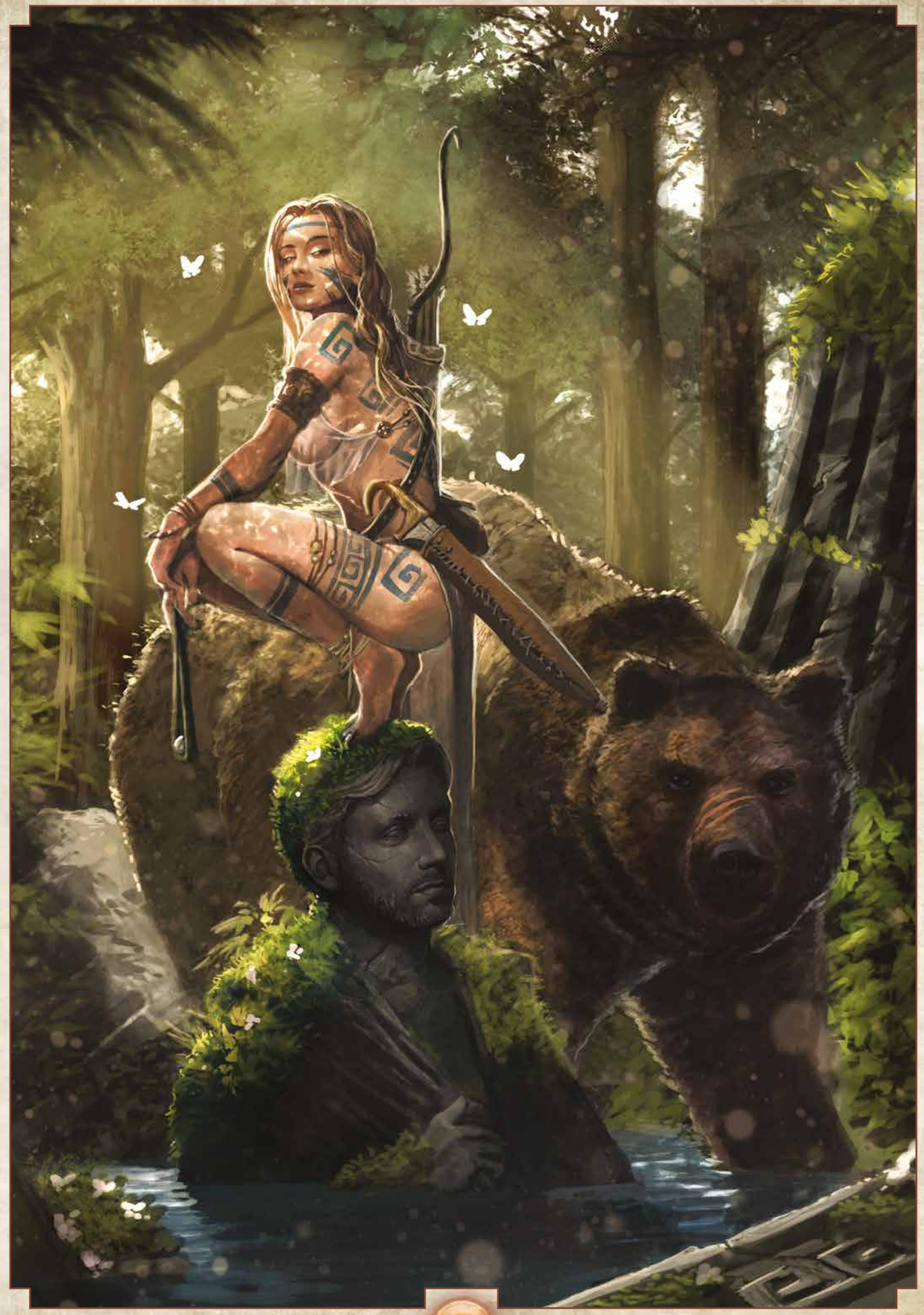
Its use replaces a simple attack action and therefore counts in the limit of the two simple actions that the unit can carry out in a turn.

If nothing is specified in the power description, the attack follows the normal attack sequence.

EXAMPLE: *Zeus activates and decides to carry out two simple actions. The first action he carries out is his offensive power: Lightning. So he cannot perform an attack or walk in the second action.*

POWER TOKENS

Some powers require the use of tokens.
During setup, each player must take as many tokens of the units that require them as indicated on their dashboard. These form the power token reserve pool. Unless otherwise stated, when a token is removed from the game, it is replaced in this pool. A token retains its effect as long as it is in play, regardless of whether the corresponding power is active, passive, permanent or offensive, even if the unit whose power created the token is destroyed. During constructed recruitment, each side places power tokens, visibly, with the face of the color that corresponds to them, on the dashboards of any units possessing a power with tokens. Some tokens have a *defense* and *vitality* stat; they can therefore be targeted for attacks as if they were a unit. However, the attacker's talents are ignored. When a token no longer has any *vitality* points, it is removed from the game.





◆ ARES ◆

Ares is the son of Zeus and Hera, and the master of war and destruction. Often depicted as having a violent and impulsive temper, he appears in many stories as the only god taking part in combat. In Homer's Iliad, it is said that he accompanied the heroes on the battlefield, first on one side then on the other. His recklessness often leads him to be overtaken by his opponents, and he has been defeated several times.

He is the lover of Aphrodite, but he was discovered by her husband, Hephaistos, and humiliated before the other gods. Despite his misadventures, Ares is a god worshiped throughout Greece for his passion, his power and his courage, especially in cities like Sparta.

Ares is a pure warrior, specializing in brutal assaults. It should be no surprise that this God of War is particularly powerful in combat.

Triggering the Frenzy allows him to walk and attack a second time in the same turn: a formidable manoeuvre indeed. In combat his power can be combined with another, Ares' Wrath, which allows him to attack all units in the area again.

Ares is a killer. Regardless of who starts a fight, he will finish it!



◆ HADES ◆

Brother of Zeus, Hera and Poseidon, Hades helped the other gods to defeat the Titans in the first Titanomachy. As a reward, he was given the Underworld where he reigned supreme. There he was Guardian of the Dead, preventing any who entered the Underworld from escaping its infernal depths.

He is usually described as both wise and enigmatic, confronting heroes such as Orpheus and Heracles who wish to both visit the Underworld and return to the world of mortals alive. While Hades may be seen as grim, his beautiful wife Persephone is the goddess of spring vegetation and the annual rebirth of life. Between them they control the riches of the earth.

Hades is a multifaceted fighter. Although his stats are low for a god, his powers enable him to do particularly interesting feats. The first, Soul Culling, regenerates a point of lost *vitality* and gains an activation card each time a unit of either side dies. This enables you to benefit as much from your failures as your successes.

His second power, Inferno, can attack many units simultaneously and without the possibility of retaliation. This can be used in combination with his first power to produce some game-winning combinations.

An ambivalent god, Hades plays with both life and death to break his opponents!



◆ ATHENA ◆

Athena is known for her flawless intelligence and is both goddess of wisdom and military strategy. She is the daughter of Zeus and the nymph Metis. Athena had an unusual birth, springing fully-formed and fully-armoured from her father's head after he swallowed the pregnant Metis to hide her from his wife. Despite this strange beginning, Athena gradually assumed an important place in the Pantheon; she is rightly called "the one to whom nobody can deny anything."

In Greek stories Athena is often the spiritual guide of the hero. This includes such famous warriors as Odysseus, Heracles and Theseus - the latter offering her Medusa's head, which she fixed to her shield as a protection from spells. Depicted with an owl, and symbolized by an olive tree, Athena is the protector of the city of Athens to which she donated the tree.

Athena is a cunning rather than a brutal warrior, specialising in clever tactical manoeuvres. She adds many art of war cards to your deck. Though her basic game stats are average for a god, her many powers offset this.

The first one, Strategist, allows you to activate two more units in addition to Athena in the same turn – more than any other god. Played at the right time, it can turn the most difficult situations to your advantage, and cause havoc with your enemy's plans. The second power, Athena's Owl, replaces your basic attack with a ranged attack, allowing you to influence battle without risk to Athena herself.

A strategist without equal and formidable leader, her deep cunning can beat far more powerful foes!



◆ ZEUS ◆

King of the gods and master of lightning, Zeus is the son of two Titans. His father, Kronos, is one of the first deities, ruling over the immortals as the gods themselves rule mortals. But when a prophecy foretold that one of his children would take his place, he swallowed them one by one to imprison them in his body. Zeus was the only one to escape, hidden in a mountain by his mother, Rhea.

Eventually Zeus grew powerful and freed his imprisoned brothers and sisters, replacing Kronos as head of the pantheon and imprisoning his father and all the other Titans in the depths of the Underworld. He married his sister, Hera, with whom he had numerous children, though he is also known for his countless infidelities. He is the illegitimate father of a hundred gods and heroes, including Hermes and Heracles.

Versatile and powerful, Zeus is an outstanding fighter. His *offence*, *defence* and *vitality* are all high, which makes him an exceptional fighter. In addition, his ability to throw thunderbolts allows him to cause massive damage at a distance.

His second power, Patriarch, gives you more control in choosing activation cards, allowing you greater flexibility in your play.

Zeus is master of lightning, and crushes his opponents with the power of his weapons as well as that of the sky!



HERACLES

Son of Zeus and Alcmene, a mortal descendant of Perseus, Heracles is known for his great strength and cunning. As a student of the centaur Chiron, wise Rhadamanthus, and his stepfather Amphitryon, the young Heracles was quickly recognized for his might and passion.

His path was not to be an easy one. Driven to madness by a jealous Hera, he killed his wife and children and was then tricked by her into twelve seemingly-impossible labours for Eurystheus, king of Argos. The success of these quests and many others made him one of the greatest heroes of ancient Greece.

Heracles is a versatile and powerful warrior. His stats make him a strong and effective character in melee, and his power Heraclean Feat allows him to influence the result of his attacks and those of his opponents. At first glance, his lack of a ranged attack appears to be a drawback. However, his second power, Heraclean Strength, allows him to throw whole trees and ruined columns at his opponents to devastating effect.

A byword for vast strength, this demigod is an ideal hero in all kinds of armies.



ACHILLES

Achilles, or "the invincible Achilles", is a Greek warrior legendary for both his might in battle and overbearing pride. The son of a king and a nymph, his mother dipped him in the river Styx as a child. This mysterious river ran through the Underworld and had strange properties. For Achilles, this made him invulnerable to weapons. His only weakness was his heel – the place his mother held him when he was immersed, and the only place that was not touched by the waters.

Achilles is most famous for his part in the Trojan War where he slew Hector and led many glorious attacks. He has no fear of men or gods. Achilles died during the capture of Troy, shot in his vulnerable heel by an arrow, guided by Apollo. Preferring a brief and glorious life to a long life without brilliance, he embodies the ideal for many warriors.

Both a powerful striking force and extremely resistant, Achilles can stand up to most enemies, even gods. In addition to his high *defence* value, his Endurance power allows him to reduce the damage inflicted on him. He is also powerful in attack, adding his Achilles' Prowess ability to an already good basic stat. His only drawback is his low *movement* and lack of anything other than melee skill – he must be deployed quickly and as close to your enemies as possible. Once he is in melee, all you have to do his benefit from his power.

Like a miniature Ares, Achilles is a powerhouse in melee combat and can fight even gods, toe-to-toe!



LEONIDAS

Leonidas is the most famous Spartan king. Coming from a long line of rulers, he led the Greek troops at Thermopylae in a legendary battle against the might of the vast Persian army. Even though he was greatly outnumbered and the Delphic oracle had predicted his death in combat, he decided to fight this unwinnable battle rather than flee. The time that this noble sacrifice bought for the Greeks allowed them to join forces and, eventually, win the battles of Salamis and Plataea, preserving their independence. Ever since that battle, the courage of Leonidas and his 300 Spartans has been a legendary symbol of strength and self-sacrifice.

To reflect his strategy during the Battle of Thermopylae, Leonidas, with his troops, is a relentless protector. Although his characteristics are average, his talents and powers make him an outstanding commander. The Born Leader power allows him, after acting, to activate nearby friendly troops with bonus on their *offence* and *defence* values. This allows your troops to follow Leonidas in his travels.

This hero is even more daunting when placed as a protector: his Guard talent enables him to take the blows aimed at a nearby ally on himself instead - blows that he can then pass on to his accompanying troops with his Wall of Shields power. Thus, together with his men, he can withstand numerous attacks and become, for example, a powerful bodyguard for a god.

Like the tenacious and implacable commander he was, Leonidas is both the spear and shield of an army!



ODYSSEUS

Odysseus is King of Ithaca and a legendary strategist. Famous for his cunning, he is an outstanding diplomat and great military commander. He is, for example, the inventor of the famous Trojan Horse that allowed the conquest of a city which was said to be impregnable.

After the Greek's great victory, Odysseus tried to return home, but the wrath of Poseidon prevented it. Homer's Odyssey *tells the saga of Odysseus and his crew, overcoming the god's many obstacles one by one. They escape capture by the Cyclops Polyphemus, attack by sirens, and being crushed by the dreaded Scylla and Charybdis as they sneak through the narrow sea passage they protect. Ten years after his departure from Troy, Odysseus finally returned to Ithaca and his family. Although few writings recount his death, it is said that it was happy, and marked the end of the age of heroes.*

On the battlefield, Odysseus adds a lot of flexibility to your force. On top of the many art of war cards he brings with him, you can save even more by using his Subterfuge power. This simply reduces the cost of one manoeuvre to zero.

His second power, Cunning, lets you draw a card for free, giving you extra choices for your next unit activation.

Finally, he can attack enemies from a distance with his long *range* and without being exposed in melee, where his weak *defence* would make him vulnerable.

The spirit of cunning, Odysseus is a formidable hero in tactical armies!



ATALANTA

The princess of Arcadia, Atalanta is known for her determination and bravery. Abandoned by her father, who wanted a son, she was first rescued by a bear before being raised by hunters. Becoming a formidable huntress herself, she made a vow of virginity to Artemis before discovering her royal status. Her most famous feat was the hunt of the Boar of Calydon, a giant beast that spread terror in that region. Despite the death of many hunters, she managed to pursue the beast, wound it, and finish it off with her surviving companions. As a reward for her bravery and as a mark of respect, she was given its hide as a trophy.

While there are many versions of her adventures, the most recent say she was the only woman to join the crew of the Argonauts. She was, therefore, a shipmate of Heracles.

On the battlefield Atalanta specialises in ambushes and area control. She appears quite weak at first, but is frightening at a distance given the combination of her unique powers, long range, and high mobility.

Her Climb talent means that she can scramble up onto vantage points, gaining both range and power for her attack.

The Huntress power enables her to link two attacks: first, a ranged attack to weaken her opponent, and then, after moving, a melee attack. This combination can quickly kill off an already weakened enemy unit. Because of her low *defence*, melee is her main weakness, but her second power, Dodge, can temporarily rebalance this.

Used carefully, Atalanta is a heroine whose speed and feats can give your enemy a nasty surprise!



MINOTAUR

Minos, king of Crete, was offered his title by Poseidon in exchange for the sacrifice of a majestic white bull that had been captured by Heracles. But Minos, finding the beast too beautiful to be killed, tried to fool the god by slaughtering another. In revenge, Poseidon made Pasiphae, wife of Minos, fall in love with the animal. The spawn is the Minotaur: a monstrous half-man, half-bull, and a cannibal of incredible savagery.

In his youth the Minotaur roamed free along the coasts of Crete, wreaking havoc and growing more powerful and dangerous as he reached maturity. Eventually the king could take this no more and decided to lock the Minotaur up in a maze below his palace. Each year the Minotaur was given a tribute of seven young men and seven young women to satisfy his hunger. It was one of these intended victims, Theseus, who killed the Minotaur in a tremendous duel.

The Minotaur is a crazed beast that specializes in fighting against massed ranks. With his Charge power, he can cross several areas, attacking all those present and causing significant damage. Moreover, his Mighty Throw talent can scatter his opponents, and so create chaos in the enemy lines.

His second power, Bloodlust, allows the Minotaur to reroll dice when he attacks, making his ferocious onslaught even more destructive.

The powerful charge of the Minotaur will sow panic among your enemies!



HYDRA

The Hydra is a child of the Titans Typhon and Echidna. Raised by Hera to kill Heracles, it grew up around lake Lerna in Argos, where it spread terror among the locals. Its gigantic body supports many long necks, each topped with a vicious reptilian head. Unfortunately for heroes who intend to slay the Hydra, it regenerates damage, re-growing each neck as it is cut off. Even its blood is a deadly poison.

Making use of both his strength and cunning, Heracles cut the heads of the Hydra one by one, immediately cauterizing each of them with a burning tree trunk to stop it regenerating. Much later the Hydra had its revenge, its poisoned blood killing Heracles, bringing an end to his exploits.

A force of both deterrence and attack, the Hydra is well-suited to stalling the enemy advance. Its high *offence* and *range* of 1 allow it to effectively block access to certain areas of the battlefield, such as those containing omphalos.

In combat, you can also use its multiple heads, represented by its first power Onslaught, and attack all enemy units within range. When the Hydra is in the midst of the enemy this is a big threat. Although it has only an average *defence* value for a monster this size, its high *vitality* and its second power, Regeneration, makes it a tough opponent to overcome.

A many-headed monster that can regenerate, the Hydra is a threat that can never be ignored!



CERBERUS

Cerberus is a giant three-headed dog, born of the Titans Echidna and Typhon. He served Hades as the guardian of the entrance to the Underworld, terrorising the living as much as the dead.

As the last of his twelve labours, Heracles captured Cerberus bare-handed and took him to his backer, King Eurystheus of Argos, in the world of the living. The king was terrified of Cerberus so he told Heracles to take him back to the Underworld, where he resumed his role of guardian. It is said that the three heads of Cerberus are a symbol of the three ages of man: birth, youth and old age.

Both a fearsome monster in attack and devoted protector in defence, Cerberus is effective in several roles. In combat, he stands out with a high *offence* value, supported by two powers, Three-headed Bite and Blazing Breath, each allowing him to tailor his lethality to massacre particular types of opponents.

The talents Guard and Block, coupled with high *vitality* and a strong *defence*, make Cerberus an excellent guard dog. This is where is most often used, protecting a vulnerable divinity or hero. However, combat is not Cerberus' only option. His speed makes him effective at quickly returning omphalos to your god without the deity being placed in danger. Unlike most quick units, Cerberus can hold his own in combat, and is not the sort of frail scout that is often tasked with this mission.

At the same time powerful, fast, and protective, Cerberus is useful whatever the situation!

MEDUSA



Even though she was the daughter of Phorcys and Ceto, two sea creatures, Medusa was born in human form. In love with her own beauty, she tried to compete with Athena who, to punish her pride, changed her into a hideous monster with hair of snakes and a petrifying gaze. Many heroes were turned to stone by this deadly power. Eventually it was Perseus who vanquished Medusa, decapitating her while looking at her only through the reflection in his polished shield. The blood streaming from her headless body gave birth to both the warrior Chrysaor and the winged horse Pegasus.

Theseus then used Medusa's head to petrify Atlas, the Titan who held up the heavens, and several other enemies. Finally, he offered his trophy to Athena who fixed it on her shield. This symbol was taken up by many Greek warriors, and painted on their shields as protection against the evil eye.

With both good *movement* and long ranged attacks, Medusa can threaten her opponents from a great distance. Her Climb talent allows her to add to this threat, extending both her range and power when shooting from a high vantage point. Her Petrify power is able to turn the tide of a battle. When she fixes this deadly gaze on her foes she instantly destroys all troops in her area, and paralyses stronger enemies.

With the ever-present threat of petrification, Medusa sows terror among your opponents!

AMAZONS



The famed women-warriors are fierce and proud, with many heroes of their own. Even their normal citizens make brave and skilled fighters.

The Amazons are not the most resilient of troops, and are best used as long-ranged support for hardier units. At this, they excel. Use their Climb talent to gain a raised vantage point and a boost in *range*. In this position, their total of 3 *range* will give them a commanding view of the battlefield from which they can shower distant foes with arrows, long before they are in danger themselves.

If they are caught in melee, their Initiative gives them the opportunity to strike a blow before the enemy can overrun them. Even a powerful opponent must treat them with respect.

INFERNAL HOUNDS



Long-dead warriors do not roam the Underworld alone. As in life, they are accompanied by their faithful hunting hounds, though these have often been as twisted as their masters. Only the strongest of minds can retain their reason in the lands of the dead.

These hounds are weak on their own, so they hunt in large packs. This gives them a strength the individuals do not have, and means that they are a notable threat. While they are unlikely to kill a hero on their own, they will distract and wound them, and in the end they will wear them down.

INFERNAL WARRIORS



The domain of Hades is a warped and unsettling place that sends many of its denizens insane. Loss, grief, guilt, and regret all play on the minds of the dead, and over many years they slowly lose their grip on reality. Some retreat into themselves, while others focus on vengeance and battle, attempting to atone for past misdeeds or simply forget them by drowning those memories in blood. These are the infernal warriors.

The most striking feature of the infernal warriors is that they return from the dead. Again, and again. At the end of their activation, you place one previously lost miniature back with his unit. This means that your foe has to destroy them entirely and as quickly as possible to clear the path. And even then, like all troops, they can be recalled.

Coupled with the Guard talent, this regenerative ability makes them a most useful protective unit, and a very frustrating foe.

HOPLITES



The citizen soldiers of ancient Greece are known as hoplites. Each is an individual, responsible for his own war gear and his training, though in battle they work best hen fighting alongside inspiring commanders such as Odysseus.

They are team players, not lone wolves: gaining from their commander's talents, and helping to protect him with their own.

It is both a duty and an honour to serve as a hoplite.

SPARTANS



Everyone has heard of the Spartan warriors. These are the most highly skilled and fearsome mortal warriors in all Greece. Sparta is a nation that lives for war, training its male citizens from childhood to endure not only the rigours of battle itself, but also the privations of campaign life. This makes the Spartans tough in a way that has become both respected and feared by the other Greeks.

Units of Spartans are small. They fight often, and are in constant demand by commanders, so few can be spared for each fight. Still, their quality makes up for their lack of numbers. They have a high *defence* for troops, and are able to roll an extra dice for each model in attack. This means that they fight hard to their last breath, as is their tradition.

CENTAURS



Before the fall of Olympus, centaurs mostly kept themselves to themselves, away from the other mortals. Like humans, they are a mix of individuals, though their reputation among their neighbours was as a race of universally rowdy and dangerous drunkards.

Since the cataclysm they have roamed the lands as never before, seeking to find order in the ensuing chaos, or to profit from the confusion as they see fit. Centaurs can be found in the service of any god, striving to find their place as a loyal servant of whoever protects them in these unsettled and uncertain times.

For all their small numbers, centaurs are powerful enough, and the combination of *movement* and *range* allows them to move into position to attack very quickly. This means that they can start to have an impact on the battle much quicker than most troops.

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