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BOARDGAME REPLAY

GAME MANUAL

To make this manual as easy as possible to use during the game, we have coded it in a few different ways. Before reading, please take a look, so learning the rules will be a seamless experience!

COMPONENTS COLOR CODING

Lords of Hellas is a very deep game with more than one aspect to it. To make it easier, we sorted these aspects into 3 different areas and connected game components (cards, tokens, trays) to colors. Each color represent different aspect of the game:

Blue - everything connected with Hoplites and Combat between them. Represents the territory control aspect of the game. It is also the color of Athena and the Leadership Attribute connected with her.

Red - everything connected with Monsters and Hunting them. Represents the adventure/monster hunting aspect of the game. It is also the color of Zeus and the Strength Attribute connected with him.

Yellow – everything connected with movement and control over Regions. Represents the movement of Heroes and troops. It is also the color of Hermes and the Speed Attribute connected with him.

Green – everything connected with solo game version of the game (see more at Solo Manual – Persian invasion).



This is the symbol that marks cards that are used in solo mode from following decks: Artifacts, Blessings and Combat Cards. It is also present on the back of Used Action Tokens. Ignore those symbol in competitive mode.

GAME TERMS AND SYMBOLS

Reading through the instructions and game components you will see words that are in **bold** – this means that this word is a Game Term listed in the glossary on the back of the manual.

Game Terms always have a mechanical meaning, and whenever you are confused about them, you can very easily find an explanation on the back of this manual and find all the places that they are used.

Some Game Terms have symbols connected with them. They are an intuitive representation of a certain Game Term that is used on components.

We hope that you have a lot of fun with *Lords of Hellas*. While at first it might seem like a lot to take in, we are certain that after two games you will feel like a true Greek hero!

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With the fall of the Mycenaean Empire, the age-old might and culture of ancient Greece collapsed, and Hellas was mired in chaos and ruin. This period became a time that no chronicle would document. Amid disarray and death, a handful of chosen ones sought to restore law and order by assuming control over the fallen land. History would remember them as heroes, but the lure of power soon stoked their ambitions. Between the chosen ones, a great war began and its victor would become the sole ruler.

Drawn to the war, mysterious and technologically advanced beings arrived in this world. They offered their support to the heroes, arming them with advanced weaponry of terrible power, and the Greeks soon came to worship them as gods.

Can you survive in this hostile land ravaged by monsters and unending strife? Are you ready to fight and become Lord of Hellas?

In Lords of Hellas you lead a hero to battle. With armies at their command, they must fight rival heroes and slay fearsome monsters as they try to please the new gods.

GAME COMPONENTS

MAIN BOARD



4 HERO BOARDS



4 ARMY BOARDS



4 COLORED PLASTIC RINGS



4 HELP TRAYS



1 PERSIAN INVASION TRAY



7 MONSTER TRAYS



CARDS

EVENTS DECK
(14 MONSTER CARDS, 9 QUEST CARDS)



MONSTER ATTACK DECK
(18 CARDS)



ARTIFACT DECK
(10 NEUTRAL ARTIFACTS CARDS, 7 MONSTER REWARD ARTIFACT CARDS, 3 GOD'S ARTIFACT CARDS)



COMBAT CARDS DECK
(30 CARDS)



BLESSING CARDS
(12 ATHENA CARDS, 12 ZEUS CARDS, 12 HERMES CARDS)



TEMPLE CARDS
(5 CARDS)



HELP CARDS
(4 CARDS)



MONUMENT ACTIVATION CARD **(1 CARD)**



MINIATURES

4 HEROES (HERACLES, PERSEUS, ACHILLES, HELEN)



3 FIVE-PIECE MONUMENTS (ZEUS, ATHENA, HERMES)



60 HOPLITES (15 PER PLAYER), 16 PRIESTS (4 PER PLAYER)



7 MONSTERS



MONSTER DIE



TOKENS AND MARKERS

60 CONTROL TOKENS
(15 PER PLAYER)



12 ATTRIBUTE TOKENS
(3 PER PLAYER)



9 QUEST TOKENS



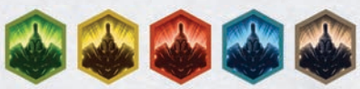
8 TEMPLE TOKENS
(WITH PLASTIC STANDS)



24 USED ACTION TOKENS
(6 PER PLAYER)



5 LOCAL GLORY TOKENS
(1 PER LAND COLOR)



15 MONSTER WOUND TOKENS



1 ORACLE OF DELPHI TOKEN
(WITH PLASTIC STAND)



VICTORY CONDITIONS

In Lords of Hellas, you decide how to play your game. Those who enjoy leading armies and outmaneuvering their opponents can win through conquest. But if being the greatest strategos doesn't appeal to you, you can also focus on quests and slaying mythical beasts, which brings you glory and powerful artifacts. There's also something for the builders – erecting enough temples or completing and defending one of three enormous monuments will let you become a paragon of the gods.

The game ends **immediately** when a player meets one of the following victory conditions:

1. WARLORD OF HELLAS

Control of 2 **Lands** (a **Land** is an area encompassing all the **Regions** of a single color).

In a 3 Player Game, controlling blue Land does not counts toward this victory condition.

In a 2 Player game, you need to control 3 Lands.



2. FAVORED OF THE GODS

Control of 5 **Regions** with **Temples**.



3. MONSTER SLAYER

Slay 3 **Monsters.**



4. KING OF KINGS

A fourth victory condition will be activated once any **Monument** is fully built.

Whoever controls a **Region** with a fully built **Monument** after 3 **Turns** wins.

In a 2 Player game, ignore this victory condition.

Control of the **Region** with a fully built **Monument** 3 turns after the **Monument** was fully built. A player who builds the final part of a **Monument** takes the **Monument Activation Card** and places 3 of his **Used Action Tokens** on it. From this point, whenever he/she uses a **Special Action**, he/she takes if from the **Monument Activation Card**. Once the last token is taken, the player who controls the **Region** with the first fully built **Monument** wins. Keep in mind that all of the other victory conditions are still in play, so you may win in any of the other ways!





GAME PREPARATION

Setting out on a journey usually involves some careful preparations. It is no different in Lords of Hellas. Complete the setup below before you immerse yourself in the Dark Age of Greece. What awaits you there? Legendary quests. The secrets of mythology. Tough choices. A horde of intimidating monsters, requiring different weapons and tactics. We hope that even after many games, you will still discover something new.

1 SET UP THE MAIN BOARD

2 PLACE MONUMENT FOUNDATIONS

Place the first level of each assigned **Monument** in its appropriate **Region** and put its relevant **God's Artifact Card** underneath. The level of the **Monument** determines the unlocked **God Powers**. When a player sends **Priests** to pray at the **Monument**, the player uses a **Power** corresponding to the **Monument's** current level. Once the **Region** with the **Monument** is conquered, the controlling player gains control of the **Artifact Card** under it.

3 SHUFFLE DECKS

Shuffle the **Events Deck** (**Monster** and **Quest Cards**), **Monster Attack Deck**, and **Combat Deck**, then place each of them in their appropriate place on the board.

4 PREPARE ARTIFACTS

Set aside the **Artifact Cards** assigned to their respective **Monsters**. Shuffle the remaining **Neutral Artifact Cards** and place the deck in its appropriate place on the board.

5 PREPARE BLESSING DECK

Shuffle the **Blessing Cards** from the gods whose **Monuments** are present in the game into one deck then place these **Blessing Cards** on the map. (The Core Box has Zeus, Athena, and Hermes, but future expansions will introduce more gods.)

6 PLACE OTHER COMPONENTS

Place the **Monster Die**, **Monster Wound Markers**, **Glory Tokens**, **Quest Tokens**, and **Monster Miniatures**, **Monument Parts**, **Monument Cards** and **Monster Trays** next to the main board.

7 PLACE TEMPLES

Choose one random **Temple Card** and put it in its place on the board. Place **Temples** and **Oracles of Delphi** stands on this **Temple Card**. (Place only the first 6 **Temples** for 3- and 2-player games).



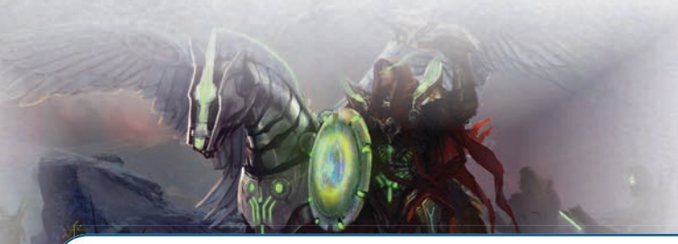
8 PREPARE STARTING EVENTS

Draw 7 cards from the Events Deck and resolve them in the following order:

a) Place **Quest Cards** in the **Quest Slots** and place the **Quest Token** for each drawn **Quest** in its appropriate **Region**. Once the third **Quest Card** has been placed on the slot, ignore subsequent **Quest Cards** drawn in the **Preparation Phase** (these still count toward the 7 cards drawn).

b) After drawing a **Monster Card**, place its corresponding miniature in the **Region** indicated by the card, and place the **Monster Tray** (along with the **Artifact** assigned to it) next to the main board. If the drawn **Monster Card** shows a **Monster** which is already on the board, ignore this card and draw another card instead.

c) Shuffle all the **Event Cards** used in **Preparation Phase** back into the **Events Deck** (not including **Quests** on the **Quest Tray**).





EXAMPLE:



1 card – Quest
Put **Quest card** on **Quest Slot** and place appropriate **Quest Token** in Chalkidiki

2 card – Monster
Put Hydra model in Chalkidiki and add Hydra **Monster Tray** next to the Map

3 card – Monster
Put Cerberus model in Epirus and add Cerberus **Monster Tray** next to the Map

4 card – Quest
Put Quest card on next **Quest Slot** and place appropriate **Quest Token** in Arcadia

5 card – Quest
Put **Quest card** on next **Quest Slot** and place appropriate **Quest Token** in Macedonia

6 card – Quest
No more Quest Slots available. Ignore this card (without drawing another in its place)

7 card – Monster
Hydra is already on the Map. Ignore this card, but draw a next one in its place.

additional draw:



8 card – Monster
Put Minotaur model in Boeotia and add Minotaur **Monster Tray** next to the Map



MAP

The entire Peloponnese peninsula is open for your Hero to explore. You can wander through the green fields of Aetolia and the mountains of Macedonia. You can lose yourself in the sacred groves of Phocis and visit the sprawling palaces of Crete and vast mausoleums of Epyrus. Every step of the way, you will meet monsters, quests, artifacts and other heroes, who may or may not be friendly.

What follows is an explanation of everything that is found on the map.

A REGION

A **Region** is the smallest named area on the map, and is marked with a **Population Strength** that determines the number of **Hoplites** the player needs to take control of the **Region**.

Use **Control Tokens** to mark which player controls a **Region**.

B LAND

A terrain unit which consists of 3 or 4 **Regions** of the same color.

C CITY / SPARTA

In some **Regions** you will find **Cities**. They let you **Fortify** your units (to acquire +1 **Army Strength** in **Battle**) and acquire 2 **Hoplites** during **"Recruit" Special Action**.

Sparta is a special **City** placed in Laconia. It grants you a +2 bonus for **Fortification** (instead of 1), and 4 **Hoplites** during **"Recruit" Special Action** (instead of 2).

D SHRINE / ORACLE OF DELPHI

Some **Regions** have **Shrines**. They mark where **Temples** can be built.

The **Oracle of Delphi** can only be built in Phocis.

E QUESTS AND QUEST SLOTS

During setup and the **Event Phase**, new **Quests** can appear in different **Regions**. A player's **Hero** will be able to complete them to gain **Glory Tokens** and specific rewards.

F MONSTERS

During setup and the **Event Phase**, **Monsters** will also appear in different **Regions**. The presence of **Monsters** can be dangerous for your armies and your **Hero**.

On the other hand, hunting **Monsters** with your **Hero** can grant you powerful **Artifacts** or **Priests**, and killing **Monsters** will also reward you with a **Glory Token** in the local **Land**.

G TEMPLE CARD

A **Temple Card** will define which **Temples** will trigger **Blessing Draft**. A **Temple Card** also defines special reward for building the **Oracle of Delphi**.

H SEA TRAILS

Sea Trails mark the connections between **Regions** by sea. **Regions** connected with **Sea Trails** act as if these **Regions** are adjacent to each other.

J MONUMENTS

In some **Regions** there are **Monuments** to the **Gods**. By controlling those **Regions**, your **Hero** will come into possession of it's **God's Artifact.**

There is also one free place for a **Monument**. This place is not used in the Core Box. However, it will be used in future expansions of ***Lords of Hellas***.

HEROES AND ARMIES

Your choice of hero can greatly affect the style of your game as there are several strong abilities and bonuses to pick from. Some simply make you better at one particular task like the commanding talents of Achilles that make his armies more dangerous. Others open up entire new strategies, like the exceptional mobility of the monster hunter Perseus, who is able to quickly cross the entire map, or the control skill of beautiful Helen, who can stop entire legions in their tracks.

There are four **Heroes** and **Armies** to choose from in the Core Box: Helen, Achilles, Heracles and Perseus. **Heroes** are asymmetric (they have a different **Starting Bonus** and **Special Ability**).

A **Starting Bonus:** special perk that should be added when placing the **Hero** on the board.

B **Special Ability:** passive skill of a **Hero** which works whenever certain conditions are met.

Armies are identical rules-wise and they only differ aesthetically. Players combine their **Hero** and **Army Boards** into one.

Heroes can be developed in different directions based on player choices during the game. A player can raise **Attributes**, gather **Blessings** and **Artifacts**.

Every **Hero** is characterized by three **Attributes**:

1 LEADERSHIP

Leadership determines the number of **Hoplites** a player can move each turn during the **Hoplite Movement Regular Action**.

2 STRENGTH

Strength determines how many **Combat Cards** a player draws at the beginning of a **Hunt**.

3 SPEED

Speed determines the number of **Regions** a **Hero** can traverse during the **Hero Movement Regular Action**.

> **Attributes are also useful for completing Quests. Once raised, an Attribute cannot be lowered except as a result of special instructions (e.g. Monster Attacks).**

Each player also has identical **Priest Pools** and **Special Actions** on their board.

4 PRIEST POOL

When a player receives a **Priest** he/she places him in their **Priest Pool**. Only **Priests** that have been placed in the **Priest Pool** are counted as player property (e.g. for a **Quest**).

5 SPECIAL ACTIONS

These instruct what **Special Actions** a player can perform during their turn. After choosing an action, the player puts a **Used Action Token** on it which stays there until any player performs the **"Build Monument" Special Action**. These actions will remain locked while a **Used Action Token** remains on them.



PICKING HEROES AND STARTING THE GAME

The game immediately throws you into the heat of a conflict that shook all of Hellas. The Dark Age is here: strange new gods descended from the sky, and with them came even stranger beasts. Heroes rose up in different corners of the land, each with his or her own plans, allies and enemies. Before you dive into it, though, you need to complete some final steps.

The following is a break-down of steps to be taken when starting the game. Note: selecting and placing a **Hero** on the **Map** is a very important decision!

1. Every player draws a **Combat Card** from the top of the deck. **Combat Cards** are kept secret, but the number of cards in a player's hand is not.
2. Every player takes a **Help Tray** (with **God Powers** described).
3. Decide upon a starting player.
4. The starting player chooses a **Hero**, takes his/her corresponding **Hero Board**, then chooses an **Armies Board**, and takes all components of that color (**Hoplites**, **Priest**, **Control Tokens**, and colored ring). The player places the plastic colored ring on his/her **Hero's** base, takes 6 **Used Action Tokens**, then takes 3 **Attribute Tokens** and places them on **Leadership**, **Strength** and **Speed Attribute** at value 1. Resolve the chosen **Hero's** starting bonus.
5. The starting player places the miniature of his/her chosen **Hero**, along with 2 **Hoplites**, in one **Region**. If the **Population Strength** in that **Region** is 2 or less, the player places his/her **Control Token** there. This completes the first player's setup.
6. Moving counter-clockwise, the next player chooses one of the remaining **Heroes** and armies and places them on the board following the same process as above. This player cannot place their **Hero** and **Hoplites** in a **Region** which already contains another **Hero**.

The last player to choose and place his/her **Hero** on the board will begin the game. **Player Turns** proceed clockwise.



COURSE OF THE GAME

When you start your game, you'll quickly notice how many things are happening on the map at the same time. There will be marching armies, questing heroes, wandering beasts. To make matters even more interesting, the rules of the game make it impossible to reuse the same special action over and over again, so you have to stay flexible and learn to wield many tools. Pick your paths carefully and make every turn count!

Players take turns in clockwise order. Players use their **Regular Actions** and then end their **Turns** with a **Special Action**. The player to their left (clockwise) then takes his/her **Turn**.

REGULAR ACTIONS

A player can use any number of **Artifacts** they possess during their turn and move their units (**Hoplites**, **Hero**, **Priests**).

Regular Actions may be performed in any order, but a player can perform a given **Regular Action** only once. (e.g. 2 **Artifacts** can be used at once, but a player cannot use one **Artifact**, move **Hoplites**, and then use another **Artifact**).

USING ARTIFACTS

Players may use any number of **Artifacts** in their possession (if they are charged). After being used once, **Artifacts** must be charged. This happens whenever any player plays **"Build Monument" Special Action**.

USED ARTIFACTS:



CHARGED ARTIFACT:



PRIESTS

Players can send a **Priest** from their **Priest Pool** (Note: players start without any **Priests**) to any chosen **Monument**. After placing the **Priest**, a player should immediately raise related **Hero Attribute** by 1 and use the **Monument Power** corresponding to its stated level. The **Hero Attribute** increase is permanent.

All **Monument Powers** are listed on the **Help Tray**.

A **Priest** can take any free spot on the **Monument** and remains there until any of the players performs **"Build Monument" Special Action**. If there are no free spots, a player cannot place a **Priest** to that **Monument**.

Players can send only 1 **Priest** total in their turn.



HERO MOVEMENT

A player can move their **Hero** through as many **Regions** as indicated by his/her **Speed Attribute** or over 1 **Quest Step** (if his/her **Hero** is on a **Quest**).

Heroes can move and stop in any **Region** without regard to the presence of **Hoplites**, other players' **Heroes** or **Monsters**.

If a **Hero** ends their movement in a **Region** with a **Quest Token** in it, he/she can immediately move to the **Quest Step** assigned to that **Quest** if they meet the requirements described by its **Quest Card** (see **Quests**). After entering a **Quest**, a player can move only 1 **Quest Step**, even if his/her **Speed Attribute** is higher.

Heroes cannot make any actions in Regions they are passing through during movement. They can do it only before or after whole movement.





HOPLITE MOVEMENT

Players can move a maximum number of **Hoplites** to a neighboring **Region** equal to the level of their **Leadership Attribute**.

- You can move **Hoplites** from a **Region** to any other neighboring **Region**.
- No **Hoplite** can move twice (you cannot move a single **Hoplite** by 2 or more **Regions**).
- A player can, during their move, **Fortify** a **Hoplite** in each **Region** they control which contains a **City** or **Sparta**. Treat that **City** as another **Region** for movement, but they normally take part in **Battle**. **Fortified Hoplites** receive a bonus of +1/+2 to **Army Strength** if they fight in the **Region** (+1 for a **City** / +2 for Sparta). Moving **Hoplites** out of a **City/Sparta** into the **Region** with that **City/Sparta** is treated as movement. **Fortified Hoplites** always die last.
- Moving **Hoplites** into a **Region** with enemy **Hoplites** results in a **Battle** (see **Battle**).
- Moving **Hoplites** into a **Region** controlled by an enemy, but without **Hoplites**, results in taking control over that **Region**. This is not a **Battle**. You can take over this **Region** without meeting **Population Strength** (you can take control over this **Region** with even 1 **Hoplite**).
- A player should first make all moves with **Hoplites** and then fight any following **Battles** (if they occur). The attacking player decides on the order of **Battles**.
- If any special rule enables a player to move his/her **Hoplites** by more than by 1 **Region**, the player can travel only through **Neutral Regions** or those under his/her control. The player can end the movement in a **Region** controlled by an enemy. During that movement, the player does not take control over **Regions** he/she is moving through.



SPECIAL ACTIONS

Following the completion of their **Regular Actions**, a player must perform one of the available **Special Actions**.

Mark a used **Special Action** with a **Used Action Token**. That action remains unavailable until the token is removed from it.

RECRUIT

A player can **Recruit** up to 2 **Hoplites** in every **Region** he/she controls with a **City** in it (or up to 4 **Hoplites** in **Sparta**).

If there is room in the **City/Sparta**, one of the recruited **Hoplites** may be **Recruited** already **Fortified** in **City/Sparta**.



The maximum number of Hoplites available is 15 per player. When a player has no Hoplites left, he/she cannot put more Hoplites on the Map in any way. A player cannot remove Hoplites from the Map to put them in a different place (e.g. as the result of a Recruit action).

MARCH

A player can move any number of their **Hoplites** from one **Region** to a single neighboring **Region**. **Fortified Hoplites** cannot be relocated with this action.



You can move **Hoplites** who were previously moved in a **Regular Action** or as a result of abilities or **Monuments**.

In other regards, apply rules from **Hoplite Movement Regular Action**.

BUILD TEMPLE

A player may build a **Temple** in a **Region** they control with a **Shrine**. The player places a **Temple** stand on the **Shrine** slot and adds one **Priest** to his/her **Priest Pool**.

If a player builds the **Oracle of Delphi** he/she receive the additional rewards listed on the **Temple Card**.

If, under the **Temple** slot, there is red frame with **"Draft"** keyword, start a **Blessing Draft** (see **Blessing Draft**).



Each player can control a maximum of 4 Priests. If a player has 4 Priests in their Priest Pool or at Monuments, they cannot receive additional Priests.

PREPARE

A player can choose any two from these available options (a single option can also be chosen twice):

- Heal a single **Injury** of your **Hero** (see **Hunt**).
- Draw a **Combat Card**.
- **Recruit** one **Hoplite** in the **Region** in which your **Hero** is present. A player cannot perform this action if his/her **Hero** is outside the **Map**, e.g. on a **Quest**, or when they are in a **Region** also occupied by another player's **Hoplites**. However, you can do so in an empty **Region** controlled by an enemy and thus take control of it.

USURP

If a player possesses a **Glory Token** which matches the color of the **Region** where his/hers **Hero** is located, then the player can instantly take control over that **Region** and can **Recruit** 1 **Hoplite** in it (which may be **Recruited** already **Fortified** in a **City/Sparta**).

All enemy **Hoplites** must withdraw from the **Region**, but suffer no losses (see more about withdraw in **Battle**).



Using Usurp does not cause a player to lose the Glory Token!

HUNT

A player can begin hunting a **Monster** present in the same **Region** as their **Hero** (see **Hunt**).

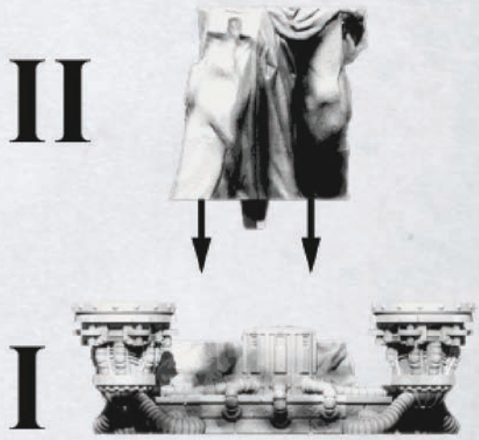


BUILD MONUMENT

A player can **Build** a level of a **Monument**. The player chooses the **Monument** he/she wants to **Build** and then adds the appropriate element to it.

All **Priests** are removed from all **Monuments** and go to their controlling player's resources (they are not returned to the **Priest Pool**).

The player using this **Special Action** (and only that player) receives as many **Priests** as the number of **Temples** he/she controls (the **Oracle of Delphi** counts as a **Temple**).



Building **Monuments** marks the end of a round.

All players remove their **Used Action Tokens** and charge their **Artifacts**.

Proceed with the **Monster Phase** and **Event Phase**.

"Build Monument" can be used by a player even if other Special Actions have not yet been used.

If the 5th level of a **Monument** is built, trigger a **Monument Activation Card** (see victory conditions).

MONSTER PHASE

The player who performed the **"Build Monument" Special Action** rolls the **Monster Die** for every **Monster** on the **Map** (in the order of his/her choosing). The **Monster Die** offers 4 outcomes:

Nothing: Nothing happens. Move on to the next **Monster**.

Action: The **Monster** performs a **Region Attack** as described on its **Monster Tray**.

Move: The player who performed the **"Build Monument" Special Action** must move the **Monster** to adjacent **Region** of his/her choosing.

Move or Action: The player who performed the **"Build Monument" Special Action** decides whether the **Monster** performs an **Action** or **Moves** (to a Region of his/her choosing).

If there is any additional decision required (i.e. Chimera **Regional Attack**) active player decides.

After the **Monster Phase**, proceed to the **Event Phase**.



EVENT PHASE

Player who performed **"Build Monument" Special Action** draws the top card from the **Events Deck** and immediately resolves it.

There are two types of cards in the **Events Deck**:

A] Quest: A new **Quest** appears! If there is space on the **Quest Track**, place the appropriate **Quest Token** in the **Region** indicated on the card and place the **Quest Event Card** in the free slot on the **Quest Track**.

If there are already 3 **Quests** on the **Quest Track**, place this card on the discard pile without any effect.



B] Monster: the effect of the card depends if the **Monster** is already on the **Map** or slain:

- If the **Monster** is already on the **Map**, he **Evolves** – place the card next to its **Monster Tray**. The **Evolve** effect lasts until the end of the game (or until the **Monster** is slain).
- If the **Monster** is not on the **Map**, place its miniature in the **Region** indicated on the card that has been drawn. Place its **Monster Tray** and the **Artifact** assigned to it next to the **Map**.
- If the **Monster** has been slain, discard this card without effect, and draw another.

After the **Event Phase**, the next player begins his/her **Player Turn**.



MONSTERS

A game about ancient Greece simply couldn't have worked without icons such as Hydra, Medusa, Cyclops or Cerberus. These are not the creatures you know from myths, though. With strange technology and alien energy augmenting their bodies in various ways, they can only be defeated by heroes wielding comparable power. If that wasn't enough, monster movements and actions are semi-random, turning them into an unpredictable force of terror.

Monsters appear on the **Map** as the result of **Events**. They are characterized by being able to withstand from 4 to 7 **Wounds** of various types (the number of wounds denotes **Monster** power), their **Special Attack**, starting place on the **Map**, and **Monster Region Attack** during the **Events Phase**.

They can **Evolve** (if they are already present on the board and their **Event Card** is drawn again) and thus increase their number of **Wounds Monster** can withstand or gain additional rules that makes hunting them harder.

MONSTER BOARD

1 WOUND SYMBOLS

Determine which **Combat Cards** a **Hero** must employ to kill a given **Monster**. Some **Wound** symbols will have the symbol of a **Priest** or **Artifact** on them – they grant additional rewards, even after an unsuccessful **Hunt** (see **Hunt**).

INFLICTING WOUNDS

To inflict a **Wound** to a **Monster**, the player must discard a **Combat Card** with the **Wound** symbol corresponding to the one on the **Monster Tray**. The player then puts a **Wound** marker in the appropriate place on the **Monster Tray**.

Some cards enable any **Wound** marker to be placed on a **Monster** (for example, by discarding 2 maces a player can deal ***any*** type of **Wound**).

2 SPECIAL ATTACK

Determines which attack the **Monster** performs after drawing the **'Special Attack' Monster Card**.

3 REGION ATTACK

Describes what happens when an **Action** result is rolled using the **Monster Die**. There might also be a passive ability that works in a **Region** the **Monster** is in.

4 EVOLVE CARD

Describes how to **Evolve** a **Monster** – either by increasing number of **Wounds** or gaining additional passive abilities.



HUNT

To have any chance of defeating such hulking monstrosities, you'll have to bring a proper selection of weapons, artifacts, and a lot of skill. Even then, finishing off a monster might take several turns, so be wary of opportunistic heroes who could jump in at the last moment to steal your glory. And watch out for devastating special attacks or passive abilities that many of the beasts have.

To begin a **Hunt**, a **Hero** must be placed in the same **Region** as the **Monster** he wants to attack. **Combat** begins when a player uses the **"Hunt" Special Action**. The player chooses one of the **Monsters** located in the same **Region** as his/her **Hero** (sometimes more than 1 **Monster** may be present) and then draws as many **Combat Cards** as the level of their **Hero's Strength Attribute**. The **Hunting** of a **Monster** proceeds through the following stages:

1. HERO ATTACKS MONSTER

The player ***must*** inflict at least one **Wound** on the **Monster**. If the **Hero** fails to do that, **Hunt** ends immediately.

Players can inflict multiple **Wounds** at the same time, and even slay the **Monster** on the first turn if he/she has the appropriate **Combat Cards**.

2. MONSTER ATTACKS HERO

The person to the left of the player fighting the **Monster** draws two cards from the **Monster Attack Deck** and chooses one of them. The hunter can:

a) Defend

Play any number of **Combat Cards** with a total value equal to or higher than the **Strength** of the **Monster's Attack** to defend himself/herself from the attack. Next, draw 2 **Combat Cards**.

b) Not Defend

Resolve **Monster Attack Card** effects (receive Injuries, end **Hunt** etc.), and draw 1 **Combat Card**.

Then the **Hunt** sequence is repeated until **Hunt** ends.

The **Hunt** ends:

a) Successfully

- a **Monster** receives a final **Wound**.

a) Unsuccessfully

- is unable to inflict any **Wounds** on the **Monster** during the player's attack stage.
- a card was played during the **Monster's** attack which causes an end of the **Hunt**, and the player failed to defend himself/herself from the attack.
- a **Hero** receives a fourth **Injury**.

After unsuccessful **Hunt Hero** receives additional **Injury** (if possible).



All **Wounds** inflicted on **Monsters** remain so the next hunting player will have an easier task!

INJURIES

While fighting Monsters, a Hero may be injured. In order to mark an Injury on a Hero, flip a chosen Attribute Token – this Attribute has a value of 1 until the Hero heals this Injury. A Hero can receive three Injuries during Hunt (each one aimed at one of their Attributes). If the Hero receives a fourth Injury, Hunt ends. Injuries may be healed by performing a "Prepare" Special Action or using Artifacts (e.g., Ambrosia).



HUNT REWARDS

Hunts can be very profitable – even unsuccessful ones!

Whenever you unsuccessfully end a **Hunt**, you still get to pick one reward from **Wounds** that you have inflicted with an **Artifact** or **Priest** symbol on them.

However, if a **Hunt** against a **Monster** is successful, and you manage to deal the last **Wound**, the player:

- receives a **Glory Token** in the color of the **Region** in which the **Hunt** took place. If the token belongs to another player, it is taken over.



- chooses 1 reward from an **Artifact** linked to this **Monster** or **Priest/Neutral Artifacts** from **Wounds** the player inflicted (only during this **Hunt**).



- places the **Monster** miniature near his/her **Hero Board** – once he/she has 3 **Monster** miniatures, he/she wins the game.

If a player deals a Wound to a Monster without Hunting it (with a Blessing or Artifact) – he/she does not receive any rewards. However, if he/she slays the Monster this way (by dealing the last Wound), he/she receives a Glory Token and this Monster is placed next to his/her Hero Board and counts toward victory condition.

BATTLE

War rages throughout Greece. Bronze swords and spears break on muscled breastplates. Heavy phalanxes maneuver under a rain of arrows. Chariots plow through the ranks of footmen. To represent this, we've chosen a set of simple but deep rules. You will need plenty of skill to outmaneuver enemy leaders on the map. Keep in mind that no victory (or defeat) is ever certain. If gods smile upon you, even a smaller force can put up a fight as fierce as the one of the legendary 300 Spartans at Thermopylae.

If **Hoplite** movement – whether originating from a **Regular Action** or any other way – results in the **Hoplites** of two players meeting in the same **Region**, a **Battle** ensues. If **Hoplite** movement causes the start of more than one **Battle**, the active player decides in which order the **Battles** are fought. All **Hoplites** in a **Region** take part in the **Battle**.

Battles are fought following this sequence:

1 PLAYING COMBAT CARDS

- The defending player can play one **Combat Card** from his/her hand. If he/she does that, then he/she resolves that card's effect and adds its **Strength** to his/her **Army Strength**.
- If he/she passes, then he/she cannot play more **Combat Cards** during the current **Battle**.
- The attacking player can play one **Combat Card** in the same way.
- If he/she passes, he/she also cannot play any more cards.
- The sequence is repeated until both players pass.

CASUALTY SYMBOLS

Playing some of the most powerful cards will cause a player to kill his/her own troops after the Battle. They have red Casualty Symbols marking how many Hoplites need to be killed. A player cannot play Combat Cards with total number of Casualty Symbols exceeding the number of his/her Hoplites in a Battle!

COMBAT CARD LIMIT

No player can hold more than 4 Combat Cards in hand during the game. A player may draw additional cards, but must then immediately discard cards so that they hold no more than 4 (this limit does not apply during a Hunt). However, once a Hunt is over, the player must immediately reduce the number of Combat Cards he/she holds to four.

2 COMPARING ARMY STRENGTH

Players compare **Army Strengths**. Every **Hoplite** is worth 1 **Army Strength** point. Add the value of **Combat Cards** played to this and any bonuses resulting from **Fortification** of the defenders, **Blessings**, **Artifacts**, or special skills of the **Hero**.

The player with the highest **Army Strength** wins. If any players have equal **Army Strength**, the *defending* player wins.



3 CASUALTIES AND WITHDRAW

Players (losers and winners alike) kill as many **Hoplites** among those who participated in the **Battle** as there were **Casualties Symbols** on the **Combat Cards** they played.

REMEMBER! The losses from Combat Cards result from the Combat Cards YOU played and not those your opponent played.

The loser of the **Battle** kills an additional **Hoplite** and has to withdraw his/her remaining **Hoplites** to a neighboring **Region** of his/her choosing.

However, he/she cannot withdraw to a **Region** controlled by another player or a **Region** in which another player's **Hoplites** are present. If a player is unable to withdraw his/her units, all of them are killed.

If the attacker loses the **Battle**, he/she must withdraw to the **Region** from which he/she attacked.

Hoplites that are Fortified are always killed last in any event.

4 CONTROL

The winner of the **Battle** takes control from the owner of the **Region** in which the **Battle** was fought.

PYRRHIC VICTORY

If the attacker sustains losses to the extent that he/she has no Hoplites remaining in the Region, even though he/she won the Battle, he/she cannot take control of the Region.

1 Card Power
Determines how much Combat Card adds to Army Strength during battle or defense value during Hunt.

2 Combat Card Rule
Special rules that apply during using card in Battle.

3 Casualties Symbol
Determines how much your own Hoplites you need to kill after the Battle for playing given card. You kill 1 Hoplite per 1 symbol.



QUESTS

Just like monster hunts, quests are longer affairs that may take several turns to complete if you fail to prepare properly. The rewards, however, make them well worth your time. For example, a successful mission immediately brings you a glory token, that can be used to usurp power in nearby regions. Then, there are specific rewards, such as artifacts, additional troops or rare single-use abilities that you may use later to turn the tide of the game.

QUEST CARD

1 **Quest Steps:** The requirements a **Hero** must meet to be placed at certain step when beginning a **Quest**. They mark progression of the **Quest** – it is finished, once a **Hero** gets to the third **Quest Step**.

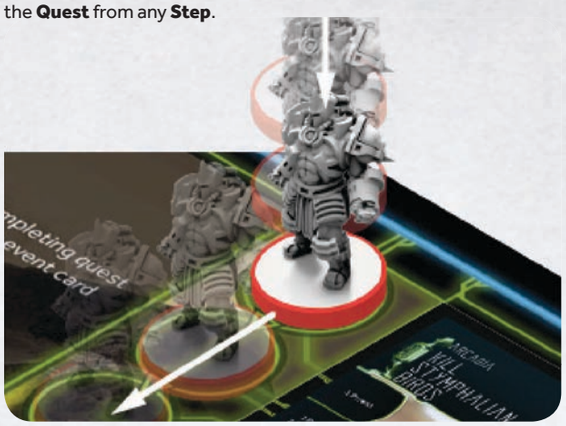
2 **Reward:** The effect to be resolved by a player when his/her **Hero** is placed on the third **Quest Step**.

3 **Quest Region:** The **Region** in which to place a **Quest Token** when its card is drawn from the **Events Deck**.



STARTING QUESTS

To start a **Quest**, a player must finish his/her **Hero Movement** in a **Region** with a **Quest Token** and meet the requirements for starting the **Quest** from any **Step**.



During a player's next **Turn**, instead of a **Hero Movement**, the player can move the **Hero** along the **Quest Steps** by one position (**Hero Speed** has no effect here). Remember that as soon as a player places the **Hero** on the **Quest Card**, that player no longer needs to meet the requirements of subsequent **Quest Steps**.

Even if you are already on Quest enemy player can start the Quest from higher Step and finish the quest before you.

FINISHING QUESTS

When a player moves a **Hero** to the final **Step** of a **Quest Track**, the **Quest** is completed (so, if a player meets the requirements of the third **Quest Step**, the player can finish the **Quest** immediately).

A player places his/her **Hero** on the **Map** in the **Region** containing the **Quest Token**. The **Hero** cannot move this turn.

- Receive a reward for completing the **Quest** (written on the **Quest Card**).
- Receive a **Glory Token** in the color of the **Region** where the player undertook the **Quest**.
- Remove the **Quest Token** from the **Map**.

Once a player enters on a Quest, he/she cannot abandon it!



ARTIFACTS

Artifacts let a player use a special skill, the effect of which is described on the **Artifact Card**. After being used, the **Artifact** cannot be used again until it is charged during the **"Build Monument" Special Action** used by any player. Once a player obtains an **Artifact**, he/she has it for the rest of the game. **Artifacts** are visible to other players.

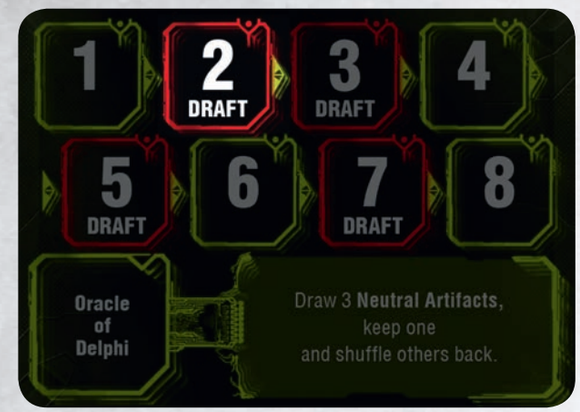


A special type of **Artifact** is a **God's Artifacts**. These **Artifacts** can be obtained by controlling a **Region** with a **Monument**. **God's Artifacts** work just like normal **Artifacts**, but with one difference – once any other player takes control over a **Region** with a **Monument** for a given **Artifact**, that player immediately takes **God's Artifacts** associated with this **Region** from previous owner. This **Artifact** is charged for the new controller.



BLESSING CARDS

Building a **Temple** for which on the **Temple Card** is a **"Draft"** keyword and red frame triggers a draft of **Blessing Cards**. **Blessing Cards** are special enhancements in the form of passive bonuses for your **Hero** and **Army**.



The player who built the **Temple** which triggered the **Blessing Draft** draws an amount of **Blessing Cards** equal to the numbers of players +1, picks one, and passes the rest of the cards to the player to the right (counter-clockwise). Continue this process until all players have drawn a card from the draft then discard the unused card.

Blessings Cards are permanent and visible to other players.



TWO-PLAYER MODE

When the game is played by two players, the following elements change:

- **Two of the victory conditions:**
  Warlord of Hellas: You need to take control of not two but three **Lands**.
  King of Kings: Ignore this victory condition.
- **"Build Monument" Special Action:**
  Before using the **"Build Monument" Special Action**, a player can choose one of the **Special Actions** already used (with a **Used Action Token** on them) and use it before **"Build Monument" Special Action**.
  If all **Monuments** are built this way, you can still use **"Build Monument" Special Action** normally, excluding adding next level of **Monument**.

GAME TERMS GLOSSARY

MAP

REGION - Smallest terrain unit. Each has a certain Population Strength.
p. 7 (Region)

NEUTRAL REGION - Region that is not controlled by any player.
p. 7 (Region)

LAND - Terrain unit. Composed of few Regions of the same color.
p. 7 (Land)

CITY - Present in some Regions. Enables you to Recruit 2 Hoplites and Fortify your Hoplites.
p. 7 (City/Sparta)

SPARTA - City. Enables you to Recruit 4 Hoplites and Fortify your Hoplites with additional bonus. (same as City)
p. 7 (City/Sparta)

TEMPLE - Can be built on Regions with Shrines. Provides players with Priests.
p. 7 (Shrine / Oracle of Delphi))

DELPHI - Temple. Gives an additional special bonus when built. (Same as Temple)
p. 7 (Shrine / Oracle of Delphi))

SHRINE - A place present in some Regions showing where a Temple can be built.
p. 7 (Shrine / Oracle of Delphi))

ARMY - All Hoplites in a single Region.
p. 10 (March), p. 13 (Battle)

HOPLITE - Base Army unit with Army Strength 1 and Movement 1.
p. 9 (Hoplite Movement), p. 13 (Battle)

MONUMENT - Send Priests here to use Monument Powers. Can be expanded with the Build Monument action.
p. 6 (place monument foundation), p. 9 (Priests)

MONSTER - Creature represented by a miniature. Can move through Regions and perform Region Atacks. Heroes can Hunt them.
p. 11 (Monster Phase), p. 12 (Monsters, Hunt)

MONSTER TRAY - Tray with details about Monster Special Attacks, Region Attacks, Wounds and Rewards.
p. 12 (Monsters, Hunt)

HERO - Represented by a miniature and Hero Tray. Can Hunt for Monsters, complete Quests, Usurp territory and assist Hoplites in Battle.
p. 8 (Heroes and Armies)

CONTROL TOKEN - Marks control over a Region.
p. 7 (Region)

CONTROLLED REGION - Region containing a player's Control Token.
p. 7 (Region)

POPULATION STRENGTH - Value defining how many Hoplites you need to move into a Neutral Region to control it. (Same as hoplite)
p. 7 (Region)

QUEST TOKEN - Marks a Region in which there is a certain Quest.
p. 7 (Quest Token) p. 14 (Quests)

QUEST SLOT - Place on the map to put a Quest Card.
p. 7 (Quest Token) p. 14 (Quests)

QUEST STEP - Place to put your Hero to signify his progress on a Quest.
p. 7 (Quest Token) p. 14 (Quests)

SEA TRAIL - Connection between two Regions that enables travel between them as if they were adjacent.
p. 7 (Sea Trail)

EVENTS AND DECKS

EVENTS DECK - Deck used in the Event Phase. Composed out of Quests Cards and Monster Cards.
p. 6 (Prepare starting events)

QUEST CARD - Card with rules and rewards for a quest. Placed on a Quest Slot and connected to a Quest Token on the map.
p. 6 (Prepare starting events), p. 7 (Quest Token) p. 14 (Quests)

MONSTER CARDS - Card that either summons a Monster in a certain Region or makes it Evolve if already on the map.
p. 6 (Perpare starting events), p. 11 (event phase), p. 11 (Monster Phase), p. 12 (Monsters, Hunt)

TEMPLE CARDS - Card where unbuilt Temples are placed. They define additional bonus from building Oracle of Delphi and places for Blessing draft.
p. 6 (Place Temples), p. 14 (Blessing Draft)

MONSTER ATTACK DECK - All attacks that a Monster uses against a Hero during a Hunt.
p. 12 (Hunt)

COMBAT CARD - All attack cards that a Hero can play during Battle or a Hunt.
p. 13 (Battle)

ARTIFACT CARD - Special item that a Hero can possess. They are charged during "Build Monument" Special Action.
p. 9 (Using Artifacts), p. 14 (Artifacts)

MONSTER ARTIFACT - Artifact linked to a Monster. Can be only obtained after a succesful Hunt. (same as Artifact Card)
p. 9 (Using Artifacts), p. 12 (Hunt Rewards), p. 14 (Artifacts)

GODS ARTIFACT - Artifact that can be obtained by controlling a Region with a Monument. (same as Artifact Card)
p. 6 (place monument foundations), p. 9 (Using Artifacts), p. 14 (Artifacts)

NEUTRAL ARTIFACTS - Artifacts that are not connected with Monsters or Gods and can be collected through various means. (same as Artifact Card)
p. 9 (Using Artifacts), p. 12 (Hunt Rewards), p. 14 (Artifacts)

MONSTER DIE - Die that determines what each Monster on the map does during the Monster Phase.
p. 10 Monster Phase)

GLORY TOKEN - Token that Heroes collect after killing a Monster/completing a Quest. Enables you to use Usurp action in a Region with your Hero.
p. 10 (Usurp), p. 12 (Hunt Rewards), p. 14 (Quests)

COMBAT AND HUNT

WOUND - Place on the Monster Tray that shows which Combat Card symbol is needed deal a wound to the Monster.
p. 12 (Monsters, Hunt)

BATTLE - Combat between Hoplites of 2 players in the same Region.
p. 13 (Battle)

INJURY - Wound that a Hero takes. Affects a single Attribute.
p. 12 (Hunt)

COMBAT CARD'S STRENGTH - Value of a Combat Card used in Battle and Hunt.
p. 13 (Battle)

FORTIFIED HOPLITE - Hoplite in a City/Sparta. Receives +1/+2 bonus to Army Strength.
p. 7 (City / Sparta), p. 11 (Hunt)

KILLING HOPLITIES - Taking Hoplites off the map from the result of Battles, Monster Region Attacks, etc.
p. 13 (Battle)

ARMY STRENGTH - Strength of Hoplites taking part in a Battle including all bonuses from Combat Cards etc.
p. 13 (Battle)

CASUALTIES SYMBOL - Symbols on some Combat Cards defining how many Hoplites to sacrifice after Battle.
p. 13 (Battle)

HUNT REWARD - Reward that player recives after Hunt (even unsucessful)
p. 12 (Hunt Rewards)

TURN AND ACTIONS

EVENTS PHASE - Comes after the "Build Monument" Special Action. In this phase you draw an Event Card and play it out.
p. 10 (Event Phase)

MONSTER PHASE - Comes after the "Build Monument" Special Action. The player who played this action rolls the Monster Die for every Monster on the map.
p. 10 (Monster Phase)

PLAYER TURN - All Regular Actions played by single player. Ends with playing Special Action.
p. 9 (Course of the game)

ACTION - Move Hoplites, send Priests to Monuments, move Heroes, use Artifacts.
p. 9 (Regular Action)

HOPLITE MOVEMENT - Move as many Hoplites as the Leadership attribute value of your Hero.
p. 9 (Hoplite movement)

HERO MOVEMENT - Move your Hero an amount of Regions equal to (or less than) the Speed attribute of your Hero.
p. 9 (Hero movement)

PRAYER - Send a Priest from your Priest Pool to a chosen Monument to receive a Monument Power.
p. 9 (Priest)

SPECIAL ACTION - Action that is played at the end of of a Player Turn. After played, it is then marked with Used Action Token.
p. 10 (Special Action)

USED ACTION TOKEN ☒ - Marks a Special Action as ussed. Players cannot use again Special Actions with these tokens.
p. 10 (Special Action, Build Monument)

"HUNT" SPECIAL ACTION - if your Hero is in the same Region as a Monster, you can try to kill it.
p. 10 (Hunt), p. 12 (Hunt)

"RECRUIT" SPECIAL ACTION - Recruit 2 Hoplites in each Region containing a City you control (4 for Sparta).
p. 10 (Recruit)

"USURP" SPECIAL ACTION - can be used if you have a Glory Token of the same color as the Region your Hero is in. Take control of the Region and Recruit 1 Hoplite in it.
10 (Usurp)

"BUILD TEMPLE" SPECIAL ACTION - build a Temple in a Region you control containing a Shrine. Add 1 Priest to your Priest Pool.
p. 7 (Shrine / Oracle of Delphi), p. 10 (Build Temple)

"MARCH" SPECIAL ACTION - move your Army, or part of it, from one Region to a neighboring one.
p. 9 (Hoplite movement), p. 10 (March)

"PREPARE" SPECIAL ACTION - choose any 2 from the following options: Draw a Combat Card, Recruit a Hoplite in the same Region as your Hero, Heal one Injury on your Hero.
p. 10 (Prepare)

"BUILD MONUMENT" SPECIAL ACTION - choose a Monument and build next level. All players remove Priests from all monuments, remove all Used Action Tokens. You collect Priests from Temples under your control, then go to the Monster Phase and Event Phase.
p. 10 (Build Monument)

LEADERSHIP - Hero Attribute which defines how many Hoplites you can move each turn as a Regular Action.
p. 8 (Leadership)

STRENGTH - Hero Attribute which defines how many Combat Cards you draw at the start of a Hunt.
p. 8 (Strength)

SPEED - Hero Attribute which defines how many Regions you can travel each round with your Hero Movement Action.
p. 8 (Speed)

PRIEST AND MONUMENTS

PRIEST POOL - Amount of Priests you posses (max 4 in the pool).
p. 8 (Priest pool)

PRIEST - Miniatures you can use for Prayer to get Monument Power.
p. 8 (Priest pool), p. 9 (Priest)

SACRIFICING A PRIEST - Removing your Priest from a Priest Pool.
p. 8 (Priest pool), p. 9 (Priest)

MONUMENT POWER - Bonus from placing a Priest under the Monument listed on Monuments Tray. Resolves immediately.
p. 9 (Priest), p. 10 (Build monument)

BLESSING CARDS - Passive bonus card collected from Blessing Draft.
p. 14 (Blessing cards)

BLESSING DRAFT - Special phase where players draft new Blessing Cards. It starts immediately after building Temples marked on Temple Card.
p. 14 (Blessing cards)

