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Game: **LORDS OF HELLAS**
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SETUP

Set up the board. Place the first level of each **monument** in the game in its region with its matching god's **artifact card** underneath it.

Shuffle the **events deck** (monster and quest cards), **monster attack deck**, and **combat deck**, and place each on their space on the board.

Set aside the **artifact cards** assigned to their matching monsters. Shuffle the remaining neutral artifact cards and place the deck on its space on the board. Shuffle the **bleasing cards** from the gods whose monuments are in the game into a deck and place it on the map.

Place the **monster die**, **monster wound markers**, **glory tokens**, **quest tokens**, **monster miniatures**, **monument parts**, **monument cards** and **monster trays** near the board.

Choose 1 random **temple card** and put it on its space on the board. Place **temples** and the **Oracle of Delphi** on this temple card (only the first 6 temples for 3 and 2 player games).

Draw 7 cards from the **events deck** and resolve them:

1. Place **quest cards** in the quest slots and place the **quest token** for each drawn quest in its matching region. Once the third quest card has been placed in the slot, ignore subsequent quest cards drawn during setup (they still count toward the 7 cards drawn).
2. After drawing a **monster card**, place its miniature in the region indicated, and place the **monster tray** (along with the artifact assigned to it) next to the board. If the drawn monster card shows a monster which is already on the board, ignore this card and draw another card instead.
3. Shuffle all the **event cards** used during setup back into the events deck (not including quests on the quest tray).

Every player draws a **combat card** (these are kept secret, but the number of cards in a player's hand is not) and a **help tray** (these describe the god powers).

Decide upon a **starting player**. This player chooses a **hero**, takes the corresponding **hero board**, chooses an **armies board**, and takes all components of that color (hoplites, priest, control tokens, and colored ring). Place the plastic colored ring on your hero's base, take 6 used action tokens, then place 3 attribute tokens on the **leadership**, **strength** and **speed** attributes at value 1. Resolve the chosen hero's **starting bonus**. Then place the hero miniature, along with 2 hoplites, in any region. If the population strength in that region is 2 or less, place your **control token** there.

Moving counter-clockwise, the next player chooses one of the remaining heroes and armies and places them on the board following the same process. You cannot place your hero and hoplites in a region which already contains another hero. The last player to choose and place their hero begins the game.

MAP

Regions are the smallest named area on the map, marked with a **population strength** that determines the number of hoplites a player needs to take control of the region (use **control tokens** to mark which player controls a region).

Lands consist of 3 or 4 regions of the same color.

Cities give you a +1 fortification bonus and allow you to recruit 2 hoplites. **Sparta** is a special city in Laconia which gives you a +2 fortification bonus, and allows you to recruit 4 hoplites.

Shrines mark where temples can be built. The **Oracle of Delphi** can only be built in Phocis.

Temple cards define which temples will trigger the **bleasing draft**. A temple card also defines the special reward for building the Oracle of Delphi.

Sea trails connect regions by sea. Regions connected with sea trails act as if they are adjacent to each other.

By controlling regions with **monuments**, your hero gains its god's **artifact**. There is also 1 free place for a monument, used in expansions.

HEROES AND ARMIES

There are 4 heroes and armies: **Helen**, **Achilles**, **Heracles** and **Perseus**. Each hero has a different **starting bonus** and **special ability**. Armies are identical for rules purposes. Put your hero and player boards together to form 1 board.

A hero has 3 **attributes**: **LEADERSHIP** determines the number of hoplites a player can move each turn during the hoplite movement regular action. **STRENGTH** determines how many combat cards a player draws at the beginning of a hunt. **SPEED** determines the number of regions a hero can traverse during the hero movement regular action.

Once raised, an attribute cannot be lowered unless a special instruction specifies otherwise.

When you receive a **priest**, place them in your **priest pool**. Only priests placed there are counted as player property.

GAME SEQUENCE

Players take turns in clockwise order. On your turn, use your **regular actions**, then you must end your turn with a **special action**.

REGULAR ACTIONS

Regular actions may be performed in any order, but you can perform a given regular action only once.

USING ARTIFACTS

You may use any number of your **artifacts** during your turn if they are charged. Turn a used artifact card sideways. Artifacts are charged (turned right way up) whenever any player performs a **build monument** special action.

PRAYER

Once per turn, you can send a **priest** from your priest pool (you start without any priests) to any monument. After placing the priest, immediately raise the related hero attribute by 1 and use the monument power corresponding to its level. The hero attribute increase is permanent.

A priest can take any free spot on a monument and remains there until any of the players performs a **build monument** special action. If there are no free spots on a monument, a player cannot place a priest on it.

HERO MOVEMENT

You can move your hero through a number of regions equal to their **SPEED**, or over 1 **quest step** (if your hero is on a quest).

Heroes can move and stop in any region without regard to the presence of hoplites, other heroes, or monsters.

They cannot make any actions in regions they are passing through; they can do so only before or after a whole move.

If a hero ends their movement in a region with a **quest token** in it, they can immediately move to the quest step assigned to that quest if they meet the requirements described by its quest card.

After entering a quest, a hero can move only 1 quest step, regardless of their **SPEED**.

HOPLITE MOVEMENT

You can move a maximum number of hoplites to a neighboring region equal to your **LEADERSHIP**.

Hoplites move from a region to any other neighboring region. No hoplite can move twice.

You can, during your move, **fortify** a hoplite in each region you 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 to army strength if they fight in the region (+1 for a city, or +2 for Sparta). Moving hoplites out of a city or Sparta into the region with that city or Sparta is treated as movement. Fortified hoplites always die last.

Moving hoplites into a region with enemy hoplites results in a **battle**.

Moving hoplites into a region controlled by an enemy, but without hoplites, allows you to **take control** of that region. This is not a battle. You can take over the region without meeting population strength (even with just 1 hoplite).

First make all your moves with your hoplites and then fight any battles. The attacking player decides on the order of battles.

If any special rule enables you to move your hoplites by more than 1 region, you can only travel through neutral regions or those under your control. You can end the movement in a region controlled by an enemy. During that movement, you do not take control over regions you are moving through.

SPECIAL ACTIONS

Mark a used special action with a **used action token**. That action then remains unavailable until the token is removed.

RECRUIT

Recruit up to 2 hoplites in every region you control with a city in it (or up to 4 hoplites in Sparta). If there is room in the city or Sparta, one of the recruited hoplites may be recruited already fortified.

You can have a maximum of 15 hoplites. When you have none left you cannot put more on the map in any way. You cannot remove hoplites from the map to relocate them.

MARCH

Move any number of your hoplites from 1 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.

The same rules used when moving hoplites as a regular action apply.

BUILD TEMPLE

Build a temple in a region you control with a shrine.

Place a temple on the shrine slot and add 1 priest to your priest pool. If you build the Oracle of Delphi, receive the additional rewards listed on the temple card. If, under the temple slot, there is a red frame with the **draft** keyword, start a **bleasing draft**.

You can have a maximum of 4 priests. If you have 4 in your priest pool or at monuments, you cannot receive more.

PREPARE

Choose any 2 of these options (one can be chosen twice):

- a. **Heal a single injury** on your hero.
- b. **Draw a combat card**.
- c. **Recruit 1 hoplite** in the region where your hero is present. You cannot perform this action if your hero is outside the map (on a quest, or 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 you possess a **glory token** matching the color of the region where your hero is located, you can instantly **take control** over that region and can recruit 1 hoplite in it (which may be recruited already fortified in a city or Sparta).

You do not lose the glory token. All enemy hoplites must withdraw from the region, but suffer no losses.

HUNT

Begin a **hunt** for a monster in the same region as your hero.

BUILD MONUMENT

Build a level of a monument. Choose the monument and add the appropriate piece to it. Return all priests from all monuments to their controlling player's resources (not to the priest pool).

The player using this special action receives as many priests as the number of temples they control (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 (turn them right way up). Proceed with the monster phase.

The **build monument** special action 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.

MONSTER PHASE

The player who performed the **build monument** special action rolls the monster die for every monster on the map (in an order of their choice):



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 their choice.



Move or action: The player who performed the **build monument** special action decides whether the monster performs an action or moves.

Any additional decision required is made by the active player.

EVENT PHASE

The player who performed the **build monument** special action draws the top card from the events deck and immediately resolves it. There are 2 types of cards:

Quest: If there is space on the quest track, place the appropriate quest token in the region indicated 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.

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, it 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 drawn card. 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 their player turn.

MONSTERS

Monsters appear on the map as the result of events. The number of wounds they have indicates their monster power.

Monsters can **evolve** (if they are already present on the board and their event card is drawn again), increasing their number of wounds or gaining additional rules.

Wound symbols determine which combat cards a hero must employ to kill a monster. Those with the symbol of a **priest** (☩) or **artifact** (⚙️) on them grant additional rewards, even after an unsuccessful hunt.

To inflict a wound on a monster, discard a combat card with a wound symbol corresponding to one on the monster tray, then place a **wound marker** in the appropriate spot. Some cards enable any type of wound marker to be placed on a monster.

The **special attack** is the monster's attack when the special attack monster card is drawn. The **region attack** is the effect when an action result is rolled on the monster die (there might also be a **passive ability** that works in the monster's region).

HUNT

A hero must be in the same region as the target monster to begin a **hunt**. Combat begins when you use the **hunt** special action.

Choose 1 of the monsters in the same region as your hero (there may be more than 1 monster present) and then draw as many **combat cards** as the level of your hero's **STRENGTH**. Then follow these steps:

1. HERO ATTACKS MONSTER

The hero *must* inflict at least 1 wound on the monster. If you fail to do so, hunt ends immediately.

You can inflict multiple wounds at the same time, and even slay the monster on the first turn if you have the appropriate combat cards.

2. MONSTER ATTACKS HERO

The player to the left of the player fighting the monster draws 2 cards from the monster attack deck and chooses 1 of them. The hunter can:

- 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 yourself from the attack. Then, draw 2 combat cards.
- Not defend:** Resolve the monster attack card effects (receive injuries, end hunt etc.), then draw 1 combat card.

Repeat the hunt sequence until the hunt ends:

- Successfully:** A monster receives a final wound; or
- Unsuccessfully:** You are unable to inflict any wounds on the monster during your attack; or a card was played during the monster's attack which caused an end to the hunt; or you failed to defend yourself from the attack; or the hero received a fourth injury.

After an unsuccessful hunt your hero receives 1 additional injury (if possible). All wounds inflicted on monsters remain.

To mark an **injury** on a hero, flip a chosen **attribute token**; that attribute has a value of 1 until the hero heals that injury. A hero can receive 3 injuries during a hunt (each aimed at 1 of their attributes). If the hero receives a fourth injury, the hunt ends. Injuries may be healed by performing a **prepare** special action or using artifacts.

HUNT REWARDS

Whenever you unsuccessfully end a hunt, you still get to pick 1 **reward** from wounds that you have inflicted with an **priest** (☩) or **artifact** (⚙️) symbol on them.

However, if a hunt against a monster is successful, and you manage to deal the last wound, you:

- Receive a **glory token** in the color of the region in which the hunt took place. If the token belongs to another player, take it from them.
- Choose 1 **reward** from an artifact linked to this monster or priest/neutral artifacts from wounds the player inflicted (only during this hunt).
- Place the monster miniature near your hero board. **If you have 3 monster miniatures, you win the game.**

If you deal a wound to a monster without hunting it (with a blessing or artifact), you do not receive any rewards; but if you slay the monster this way (by dealing the last wound), you receive a glory token and the monster is placed next to your hero board and counts toward victory.

BATTLES

If hoplite movement results in the hoplites of 2 players meeting in the same region, a **battle** ensues, with all hoplites in the region taking part. If the movement causes the start of more than 1 battle, the active player decides in which order they are fought.

Follow these steps:

1. PLAY COMBAT CARDS

The defender can play 1 combat card from their hand. If they do, resolve that card's effect and add its strength to their army strength. If they pass, they cannot play more combat cards during the current battle.

The attacking player can play 1 combat card in the same way. If they pass, they also cannot play any more cards.

Repeat this sequence until both players pass.

Playing some of the most powerful cards causes you to kill your own troops after the battle. These cards have red **casualty symbols** marking how many hoplites need to be killed. **You cannot play combat cards with a total number of casualty symbols exceeding the number of your hoplites in a battle.**

No player can have more than 4 combat cards in hand during the game. You may draw additional cards, but must then immediately discard cards down to 4.

This limit does not apply during a hunt, but once a hunt is over, you must immediately reduce the number of combat cards you hold to 4.

2. COMPARE ARMY STRENGTH

Players compare army strengths. Every hoplite is worth 1 army strength point.

A combat card's **card power** determines how much the card adds to army strength during battle, or the defense value during a hunt.

Add the value of combat cards played, plus 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 players have equal army strengths, 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.

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 their remaining hoplites to a neighboring region of their choice.

You cannot withdraw to a region controlled by another player or a region in which another player's hoplites are present. If you are unable to withdraw your units, all of them are killed.

If the attacker loses the battle, they must withdraw to the region from which they attacked. In any event, **hoplites that are fortified are always killed last.**

4. CONTROL

The winner of the battle takes control from the owner of the region in which the battle was fought.

If the attacker sustains losses to the extent that they have no hoplites remaining in the region, even though they won the battle, they cannot take control of the region.

QUESTS

To start a **quest**, you must finish your hero movement in a region with a quest token and meet the requirements for starting the quest from any step.

During your next turn, instead of a hero movement, you can move the hero along the quest steps by 1 position (hero speed is not relevant). As soon as you place the hero on the quest card, you no longer need to meet the requirements of subsequent quest steps.

Even if you are already on a quest, an enemy player can start the quest from a higher step and finish the quest before you.

When you move a hero to the final step of a quest track, the quest is completed (therefore, if you meet the requirements of the third quest step, you can finish the quest immediately). Place your hero on the map in the region containing the quest token; the hero cannot move this turn. Receive the reward written on the quest card for completing the quest and take a **glory token** in the color of the region where you undertook the quest. Remove the quest token from the map.

Once you embark upon a quest, you cannot abandon it.

ARTIFACTS

Artifacts let you use the special skill described on the card. After being used, an artifact cannot be used again until it is charged during a **build monument** special action (by any player). Once you obtain an artifact, you have it for the rest of the game. Artifacts are visible to other players.

God's artifacts are artifacts obtained by controlling a region with a monument. They work just like normal artifacts, but once any other player takes control over a region with a monument for a given artifact, that player immediately takes the God's artifact (charged for its new owner) associated with that region from its previous owner.

BLESSING CARDS

Building a temple with the **draft** keyword and red frame triggers a draft of blessing cards: 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 number of players + 1, picks 1, 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.

VICTORY CONDITIONS

The game ends immediately when a player meets one of these victory conditions:

- Warlord of Hellas:** Control of 2 lands.
In a 3 player game, controlling the blue land does not count toward this victory condition.
In a 2 player game, you must control 3 lands.
- Favored of the Gods:** Control 5 regions with temples.
- Monster Slayer:** Slay 3 monsters.
- King of Kings:** This victory condition is 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.

A player who builds the final part of a monument takes the monument activation card and places 3 of their used action tokens on it. From this point on, whenever they use a special action, they take the token from the monument activation card. When the last token is taken, the player who controls the region with the first fully built monument wins.

TWO-PLAYER MODE

In a 2 player game, change the following:

VICTORY CONDITIONS

Warlord of Hellas: You must take control of 3 lands, not 2.

King of Kings: Ignore this victory condition.

BUILD MONUMENT SPECIAL ACTION

Before using the **build monument** special action, a player can choose 1 of the special actions already used (with a used action token on them) and use it before the **build monument** special action.

If all monuments are built this way, you can still use the **build monument** special action normally, excluding adding the next level of a monument.



GAME SEQUENCE

Take turns in clockwise order. On your turn, use your **regular actions**, then end your turn with a **special action**.

REGULAR ACTIONS

USING ARTIFACTS

You may use any number of charged **artifacts**.

PRAYER

Once per turn, you can send a **priest** to a free spot on any monument, then raise the related hero attribute by 1 and use the monument power corresponding to its level.

HERO MOVEMENT

Move your hero a number of regions equal to their **speed**, or over 1 **quest step** if your hero is on a quest.

If a hero ends their movement in a region with a **quest token**, they can immediately move to the quest step assigned to that quest if they meet its requirements. After entering a quest, a hero can move only 1 quest step, regardless of their **SPEED**.

HOPLITE MOVEMENT

You can move a maximum number of hoplites to a neighboring region equal to your **leadership** attribute.

You can, during your move, **fortify** a hoplite in each region you control which contains a city or Sparta.

Moving hoplites into a region with enemy hoplites starts a **battle**. Moving a hoplite into a region controlled by an enemy but no hoplites lets you take control of that region.

SPECIAL ACTIONS

Mark a used special action with a **used action token**. That action remains unavailable until the token is removed.

RECRUIT

Recruit up to 2 hoplites in every region you control with a city in it (or up to 4 hoplites in Sparta). If there is room in the city or Sparta, one of the recruited hoplites may be recruited already fortified. **You can have a maximum of 15 hoplites.**

MARCH

Move any number of your hoplites from 1 region to a neighboring region. Fortified hoplites cannot be relocated.

BUILD TEMPLE

Build a temple in a region you control with a shrine. Place a temple stand on the shrine slot and add 1 priest to your priest pool. If you build the Oracle of Delphi, receive the additional rewards on the temple card.

If, under the temple slot, there is a red frame with the **draft** keyword, start a **blessing draft**.

You can have a maximum of 4 priests.

PREPARE

Choose any 2 of these options (one can be chosen twice):

Heal a single injury on your hero.

Draw a combat card.

Recruit 1 hoplite in the region where your hero is present. You cannot perform this action if your hero is outside the map. You can do so in an empty region controlled by an enemy, and thus take control of it.

USURP

If you have a **glory token** matching the color of the region where your hero is, you can **take control** over that region and can recruit 1 hoplite in it (which may be recruited already fortified in a city or Sparta). You do not lose the glory token.

All enemy hoplites must withdraw from the region, but suffer no losses.

HUNT

Begin a **hunt** for a monster in the same region as your hero.

BUILD MONUMENT

Build a level of a monument. Return all priests from all monuments to their controlling player's resources.

You receive as many priests as the number of temples you control (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.

If the 5th level of a monument is built, trigger a monument activation card.

MONSTER PHASE

The player who performed the **build monument** special action rolls the monster die for every monster on the map:



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 their choice.



Move or Action: The player who performed the **build monument** special action decides whether the monster performs an action or moves.

EVENT PHASE

The player who performed the **build monument** special action draws a card from the events deck and resolves it. There are 2 types of cards:

Quest: If there is space on the quest track, place the appropriate quest token in the region indicated 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.

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**, it 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 drawn card. 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.



GAME SEQUENCE

Take turns in clockwise order. On your turn, use your **regular actions**, then end your turn with a **special action**.

REGULAR ACTIONS

USING ARTIFACTS

You may use any number of charged **artifacts**.

PRAYER

Once per turn, you can send a **priest** to a free spot on any monument, then raise the related hero attribute by 1 and use the monument power corresponding to its level.

HERO MOVEMENT

Move your hero a number of regions equal to their **speed**, or over 1 **quest step** if your hero is on a quest.

If a hero ends their movement in a region with a **quest token**, they can immediately move to the quest step assigned to that quest if they meet its requirements. After entering a quest, a hero can move only 1 quest step, regardless of their **SPEED**.

HOPLITE MOVEMENT

You can move a maximum number of hoplites to a neighboring region equal to your **leadership** attribute.

You can, during your move, **fortify** a hoplite in each region you control which contains a city or Sparta.

Moving hoplites into a region with enemy hoplites starts a **battle**. Moving a hoplite into a region controlled by an enemy but no hoplites lets you take control of that region.

SPECIAL ACTIONS

Mark a used special action with a **used action token**. That action remains unavailable until the token is removed.

RECRUIT

Recruit up to 2 hoplites in every region you control with a city in it (or up to 4 hoplites in Sparta). If there is room in the city or Sparta, one of the recruited hoplites may be recruited already fortified. **You can have a maximum of 15 hoplites.**

MARCH

Move any number of your hoplites from 1 region to a neighboring region. Fortified hoplites cannot be relocated.

BUILD TEMPLE

Build a temple in a region you control with a shrine. Place a temple stand on the shrine slot and add 1 priest to your priest pool. If you build the Oracle of Delphi, receive the additional rewards on the temple card.

If, under the temple slot, there is a red frame with the **draft** keyword, start a **blessing draft**.

You can have a maximum of 4 priests.

PREPARE

Choose any 2 of these options (one can be chosen twice):

Heal a single injury on your hero.

Draw a combat card.

Recruit 1 hoplite in the region where your hero is present. You cannot perform this action if your hero is outside the map. You can do so in an empty region controlled by an enemy, and thus take control of it.

USURP

If you have a **glory token** matching the color of the region where your hero is, you can **take control** over that region and can recruit 1 hoplite in it (which may be recruited already fortified in a city or Sparta). You do not lose the glory token.

All enemy hoplites must withdraw from the region, but suffer no losses.

HUNT

Begin a **hunt** for a monster in the same region as your hero.

BUILD MONUMENT

Build a level of a monument. Return all priests from all monuments to their controlling player's resources.

You receive as many priests as the number of temples you control (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.

If the 5th level of a monument is built, trigger a monument activation card.

MONSTER PHASE

The player who performed the **build monument** special action rolls the monster die for every monster on the map:



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 their choice.



Move or Action: The player who performed the **build monument** special action decides whether the monster performs an action or moves.

EVENT PHASE

The player who performed the **build monument** special action draws a card from the events deck and resolves it. There are 2 types of cards:

Quest: If there is space on the quest track, place the appropriate quest token in the region indicated 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.

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**, it 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 drawn card. 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.

BATTLES

1. PLAY COMBAT CARDS

The defender can play 1 combat card from their hand.

If they do, resolve that card's effect and add its strength to their army strength. If they pass, they cannot play more combat cards during the current battle.

The attacking player can play 1 combat card in the same way. If they pass, they also cannot play any more cards.

Repeat this sequence until both players pass.

Playing some of the most powerful cards causes you to kill your own troops after the battle. These cards have red **casualty symbols** marking how many hoplites need to be killed. **You cannot play combat cards with a total number of casualty symbols exceeding the number of your hoplites in a battle.**

No player can have more than 4 combat cards in hand during the game. This limit does not apply during a hunt, but once a hunt is over, you must discard down to 4.

2. COMPARE ARMY STRENGTH

Players compare army strengths. Each hoplite is worth 1 army strength point.

A combat card's **card power** determines how much the card adds to army strength during battle, or the defense value during a hunt. Add the value of combat cards played, plus 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 players have equal army strengths, 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.

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 their remaining hoplites to a neighboring region of their choice.

You cannot withdraw to a region controlled by another player or a region in which another player's hoplites are present. If you are unable to withdraw your units, all of them are killed.

If the attacker loses the battle, they must withdraw to the region from which they attacked. In any event, **hoplites that are fortified are always killed last.**

4. CONTROL

The winner of the battle takes control from the owner of the region in which the battle was fought.

If the attacker sustains losses to the extent that they have no hoplites remaining in the region, even though they won the battle, they cannot take control of the region.

HUNT

A hero must be in the same region as the target monster to begin a **hunt**. Combat begins when you use the **hunt** special action. Choose 1 of the monsters in the same region as your hero and then draw as many **combat cards** as the level of your hero's **STRENGTH**. Follow these steps:

1. HERO ATTACKS MONSTER

The hero *must* inflict at least 1 wound on the monster. If you fail to do so, hunt ends immediately.

2. MONSTER ATTACKS HERO

The player to the hero's left draws 2 cards from the monster attack deck and chooses 1. The hunter can:

- Defend:** Play any number of combat cards with a total value equal to or higher than the **STRENGTH** of the monster's attack. Then, draw 2 combat cards.
- Not defend:** Resolve the monster attack card effects, then draw 1 combat card.

Repeat the hunt sequence until the hunt ends:

- Successfully:** A monster receives a final wound; *or*
- Unsuccessfully:** You are unable to inflict any wounds on the monster, or a card was played during the monster's attack which caused an end to the hunt; or you failed to defend yourself; or the hero received a fourth injury.

After an unsuccessful hunt your hero receives 1 additional injury (if possible). All wounds inflicted on monsters remain.

To mark an **injury** on a hero, flip a chosen **attribute token**; that attribute has a value of 1 until the hero heals that injury. A hero can receive 3 injuries during a hunt. If the hero receives a fourth, the hunt ends.

HUNT REWARDS

Whenever you unsuccessfully end a hunt, you still get to pick 1 **reward** from wounds that you have inflicted with an **priest** (☽) or **artifact** (⊗) symbol on them.

If a hunt against a monster is successful, and you manage to deal the last wound, you:

- Receive a **glory token** in the color of the region. If the token belongs to another player, take it from them.
- Choose 1 **reward** from an artifact linked to this monster or priest/neutral artifacts from wounds the player inflicted (only during this hunt).
- Place the monster miniature near your hero board. **If you have 3 monster miniatures, you win the game.**

VICTORY CONDITIONS

The game ends immediately when a player meets one of these victory conditions:

- Warlord of Hellas:** Control of 2 lands. In a 3 player game, controlling the blue land does not count. In a 2 player game, you must control 3 lands.
- Favored of the Gods:** Control 5 regions with temples.
- Monster Slayer:** Slay 3 monsters.
- King of Kings:** 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.

A player who builds the final part of a monument takes the monument activation card and places 3 of their used action tokens on it. From this point, whenever they use a special action, they take the token from the monument activation card. When the last token is taken, the player who controls the region with the first fully built monument wins.

BATTLES

1. PLAY COMBAT CARDS

The defender can play 1 combat card from their hand.

If they do, resolve that card's effect and add its strength to their army strength. If they pass, they cannot play more combat cards during the current battle.

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Repeat this sequence until both players pass.

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No player can have more than 4 combat cards in hand during the game. This limit does not apply during a hunt, but once a hunt is over, you must discard down to 4.

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Players compare army strengths. Each hoplite is worth 1 army strength point.

A combat card's **card power** determines how much the card adds to army strength during battle, or the defense value during a hunt. Add the value of combat cards played, plus 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 players have equal army strengths, the defending player wins.

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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.

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 their remaining hoplites to a neighboring region of their choice.

You cannot withdraw to a region controlled by another player or a region in which another player's hoplites are present. If you are unable to withdraw your units, all of them are killed.

If the attacker loses the battle, they must withdraw to the region from which they attacked. In any event, **hoplites that are fortified are always killed last.**

4. CONTROL

The winner of the battle takes control from the owner of the region in which the battle was fought.

If the attacker sustains losses to the extent that they have no hoplites remaining in the region, even though they won the battle, they cannot take control of the region.

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The player to the hero's left draws 2 cards from the monster attack deck and chooses 1. The hunter can:

- Defend:** Play any number of combat cards with a total value equal to or higher than the **STRENGTH** of the monster's attack. Then, draw 2 combat cards.
- Not defend:** Resolve the monster attack card effects, then draw 1 combat card.

Repeat the hunt sequence until the hunt ends:

- Successfully:** A monster receives a final wound; *or*
- Unsuccessfully:** You are unable to inflict any wounds on the monster, or a card was played during the monster's attack which caused an end to the hunt; or you failed to defend yourself; or the hero received a fourth injury.

After an unsuccessful hunt your hero receives 1 additional injury (if possible). All wounds inflicted on monsters remain.

To mark an **injury** on a hero, flip a chosen **attribute token**; that attribute has a value of 1 until the hero heals that injury. A hero can receive 3 injuries during a hunt. If the hero receives a fourth, the hunt ends.

HUNT REWARDS

Whenever you unsuccessfully end a hunt, you still get to pick 1 **reward** from wounds that you have inflicted with an **priest** (☽) or **artifact** (⊗) symbol on them.

If a hunt against a monster is successful, and you manage to deal the last wound, you:

- Receive a **glory token** in the color of the region. If the token belongs to another player, take it from them.
- Choose 1 **reward** from an artifact linked to this monster or priest/neutral artifacts from wounds the player inflicted (only during this hunt).
- Place the monster miniature near your hero board. **If you have 3 monster miniatures, you win the game.**

VICTORY CONDITIONS

The game ends immediately when a player meets one of these victory conditions:

- Warlord of Hellas:** Control of 2 lands. In a 3 player game, controlling the blue land does not count. In a 2 player game, you must control 3 lands.
- Favored of the Gods:** Control 5 regions with temples.
- Monster Slayer:** Slay 3 monsters.
- King of Kings:** 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.

A player who builds the final part of a monument takes the monument activation card and places 3 of their used action tokens on it. From this point, whenever they use a special action, they take the token from the monument activation card. When the last token is taken, the player who controls the region with the first fully built monument wins.



ADDITIONAL CARDS

This extra cards can be used in any game, even those using an expansion marked with the icon.

HEROS & MONSTERS / COMBAT CARDS

Shuffle the additional monster cards into the event deck and additional combat cards into the combat deck. Choose heroes as normal from the larger pool now available.

OPPORTUNITY CARDS

Shuffle the opportunity cards into the event deck.

When an opportunity card is drawn from the event deck, place it faceup on the top of the deck, where it stays until any player decides to use it, or it is discarded at the start of the next event phase.

At the beginning of your turn (before performing any action), you may choose to use the faceup opportunity card. Apply the text on the card and then draw a new event card from the deck. Opportunity cards are discarded after use.

ARMY UPGRADE

SETUP

This expansion can be used in any game, even those using an expansion marked with the icon.

Before selecting their hero, starting with the first player, players choose their army color by selecting 1 of the 6 **army upgrades boards** in counter-clockwise order. Each player also receives 2 **army upgrade tokens**.

UPGRADING AN ARMY

An army may be upgraded *twice only* during a game. When choosing an upgrade, place one of your army upgrade tokens on the chosen option on the army upgrade board.

When upgrading your army, you must always choose the upper level of the upgrade first. For your second upgrade, you can choose any 1 of the lower options on the upgrade board.

Armies may be upgraded at 2 different moments (both upgrades may be done using the same method).

- During blessing draft:** You may choose to upgrade your army instead of picking a blessing card. Place an upgrade token on the chosen upgrade level.
- After any player performs the build monument special action:** after the performing player gains their priests, all players count the cities they control (Sparta and Troy counts as 2 cities each). The player controlling the most cities may upgrade their army and place an upgrade token on the chosen upgrade level. On a tie, all players with the most cities may upgrade their army. If the player with the most cities has already taken their 2 available upgrades (and placed their 2 upgrade tokens), then the next player with the most cities may upgrade their army. After this step, the build monument sequence proceeds normally.

ATLAS: OVERLOAD

SETUP

Experienced players only: Use only 1 expansion marked with this icon at a time.

Place 5 **port tokens** randomly (numbered facedown) in Messenia, Crete, Acarnania, Boeotia, and Chalkidiki. Then flip them to reveal their numbers.

Place the **Atlas monument** in Messenia and put the **Atlas board** on his hands, the 0-15 track side faceup. Then, place the **overload token** on space 15 of the track.

The Atlas victory condition is an *additional* victory condition.

OVERLOAD

Each time a monument is built, players can send hoplites from regions with a port (1 hoplite per region) to the Atlas monument, in the order determined by the numbers on the port tokens. The Atlas monument has 6 slots for hoplites, not priests.

The player with the most hoplites on the atlas monument gains the **Atlas bonus token**. On a tie, the player who owns the token gets to keep it. Then, draw 2 combat cards and add their **STRENGTH**. Move the overload token by a number of spaces equal to the value of the drawn cards, minus 1 for each hoplite on the Atlas monument (the token cannot go backward on the track).

If the overload token reaches 0, the game ends immediately and the player with the most hoplites on the atlas monument wins. On a tie, the player who owns the Atlas bonus token wins.

When you end a hero movement action in the region with the Atlas monument, you can remove your hero from the board and move the overload token backward on the track by a number of spaces equal to your hero's **STRENGTH**. Place your hero back in that region after the next **build monument** special action.

ATLAS BONUS TOKEN

When you gain the Atlas bonus token, place it in the space above any one of your hero's attribute tokens. That attribute is raised by 1 as long as you own the Atlas bonus token, and when the hero has an injury in the chosen attribute, its value will be 2 instead of 1.

ATLAS: THE HESPERIDES GARDEN

SETUP

Experienced players only: Use only 1 expansion marked with this icon at a time.

Place 5 **port tokens** randomly (their number doesn't matter) in Messenia, Crete, Acarnania, Boeotia, and Chalkidiki.

Place the **Atlas monument** in Messenia and put the **Atlas board** on his hands, the Hesperides Garden side faceup. Then put 15 **golden apple tokens** on it.

GOLDEN APPLES

When performing a **hoplite movement** regular action, you may send 1 of your hoplites from any 1 region with a port to the Atlas monument and gain 1 golden apple token. The Atlas monument has 6 slots for hoplites, not priests.

Each time a monument is built, every player who has at least 1 hoplite on the Atlas monument gains 1 apple token.

The player with the most hoplites on the Atlas monument gains 1 additional apple token (on a tie, no additional apples are gained). Then, remove all hoplites from the Atlas monument.

Golden apple tokens may not be added to the atlas board in any way. They may be used in 2 different ways:

- Once per battle, instead of playing a combat card, you can spend 1 apple token to gain +1 army strength. All used apple tokens are removed from the game after the battle.

- At the beginning of your turn, you can spend 1 apple token, removing it from the game, to heal 1 injury of your hero. Alternatively you can raise 1 of your hero's attributes by 1 until the end of that turn: mark the raised attribute with the spent apple token, and remove it from the game at the end of your turn.

CHIRON

SETUP

This expansion can be used in any game, even those using an expansion marked with the icon.

Shuffle the Chiron monster cards into the event deck. Chiron may appear on the board as any other monster during the game setup or any event phase.

Create a facedown deck containing the 6 Chiron's **training cards**.

TRAINING QUESTS

When Chiron appears on the board, draw 1 training card and place it on the first empty quest slot. If there isn't one, discard the first quest card on which there is no hero. If there is a hero on each quest put the training card aside; it becomes available when the first quest is done.

Training cards function like normal quest cards. You must possess (and show to other players) specific combat cards to start the training quest. After your hero completes it, place the training card and next to your hero board. Then place a new training card in the quest slot.

If Chiron was killed, discard a training card (if any hero was on this training, place them back in the region Chiron was in).

HADES

SETUP

Experienced players only: Use only 1 expansion marked with this icon at a time.

Place the **Hades monument** in Messenia with Hades' **artifact card** under it. Take the Hades **help card** (use the side marked with a red corner).

When choosing their hero, each player takes 1 **Warrior of Hades** and places it in any region on the board. Then, the players deploy their hoplites and hero as normal.

After all heroes are placed on the board, before starting the game, each player places 1 **Gate of Hades** in their hero's starting region. Shuffle the Hades **blessings cards** into the blessings deck.

WARRIORS OF HADES

A Warrior of Hades increases the population strength of a region it is in by 1. They automatically join any army in their region if the region is controlled by that army's player, each adding +1 army strength to the army.

Warriors of Hades freely move with the army they join (do not count them as hoplites). When an army including Warriors of Hades enters a region containing another player's army, they remain with the moving army at least until the end of the battle. An army with any number of Warriors of Hades kills 1 enemy hoplite before the battle when attacking.

Warrior of Hades are not considered hoplites. They cannot die and are not affected by effects affecting hoplites. After a battle, Warriors of Hades always remain in the region the battle took place, even if its owner's hoplites withdrew or were all killed.

UNDERWORLD BOARD

Regardless of how they were killed, all killed hoplites are placed on the **underworld board**. They can come back into play by performing the **resurrection** regular action.

RAISE & RESURRECTION

RAISE is an additional basic attribute. Mark a hero's **RAISE** value with a raise token of their army color on the underworld board. Each player starts with a **RAISE** of 1, and the maximum value is 5.

Resurrection is a new regular action. Take a number of your hoplites equal to your **RAISE** value from the underworld board and place them in a region with a Gate of Hades, or in your hoplite pool. You may start a battle this way.

HADES SIMPLE MODE

This mode can be used in any game, even those using an expansion marked with the icon. In simple mode, the Hades monument replaces the Zeus monument in *Thessaly*, with Hade's **artifact card** under it.

Shuffle the Hades **blessings cards** into the blessings deck. Take the Hades **help card** (use the side marked with a gray corner).

The other components and their rules are not used.

HEPHAESTUS

SETUP

Experienced players only: Use only 1 expansion marked with this icon at a time.

Place the **Hephaestus monument** in Messenia with Hephaestus' **artifact card** under it. Take the Hephaestus **help card** (use the side marked with a red corner). Shuffle the Hephaestus **blessings cards** into the blessings deck.

After placing heroes and drawing starting combat cards, form a faceup **lightning deck** using all the lightning cards from the relic deck. Draw 3 cards from the **relic deck** and place them faceup on the side of the board, above the quest slots.

During the event phase, if there are less than 3 faceup relic cards, replace them with cards from the relic deck.

RELICS

When you gain a relic, place it next to your hero board, visible to all players. Relics are used as normal combat cards (during hunt or battle), but not discarded after use. Instead, they are marked as used, in the same way as an artifact. During the **build monument** special action, they are charged in the same way as normal artifacts.

Relics do not count against your combat card limit. Relics are not artifacts and are not affected by effects affecting artifacts.

REFORGE

You can perform a **prayer** regular action and send a priest to the Hephaestus monument to **reforge 1 combat card**. Discard 1 appropriate combat card to take the corresponding relic card.

You can only reforge a combat card into a relic that bears the corresponding wound symbol. A shield can be reformed into a mirror shield, and a sickle into an adamantine sickle.

LIGHTNING

When you choose a lightning relic card when reformatting, do not discard any of your combat cards.

Lightning relic cards are always available. They are discarded after use and go back the lightning deck. Players can never have more than 1 lightning relic card at a time.


HEPHAESTUS SIMPLE MODE

This expansion can be used in any game, even those using an expansion marked with the icon. In simple mode, the Hephaestus monument replaces the Zeus monument in *Thessaly*, with Hade's **artifact card** under it.

Shuffle the Hephaestus **blessings cards** into the blessings deck. Take the Hephaestus **help card** (use the side marked with a gray corner). Relic cards rules are not used.

LORD OF THE SUN

SETUP

 **Experienced players only:** Use only 1 expansion marked with this icon at a time.

Place the **Apollo monument** in Messenia and Apollo's **artifact card** under the monument. Take the **Apollo help card** (use the side marked with a red corner). Shuffle Apollo's **blessings** into the blessing deck.

After placing heroes and drawing starting combat cards, draw 2 **muse cards** and place them faceup near the muse deck.

MUSES

Each player has 1 **muse miniature** in their pool (marked by the ring in their color). Your muse only enters play when you earn your first muse card and is placed in the region where your hero is located. Each muse has a different ability that affects the land she is in.

In games using muses, a new action is available for the players: the **muse movement** regular action. This allows the player to move their muse at the same speed as their hero.

When you send a priest to the Apollo monument, choose 1 of the 2 faceup muse cards in addition of any other effect. Then, shuffle the second muse card back into the muse deck. Finally, draw 2 muse cards and place them faceup near the muse deck.


If your muse is already in play when you send a priest to the Apollo monument, you may remove your current muse card from the game and pick a new one. Your muse miniature is moved in the region your hero is in.

A player can never have more than 1 muse miniature nor more than 1 muse card.

MUSES AND USURP SPECIAL ACTION

In the region your muse is in, you can perform the **usurp** special action even if you don't have the glory token of that land. If you do so, remove your muse from the board (miniature and card). You cannot perform this action in a region controlled by a player who has the glory token of that land.

APOLLO SIMPLE MODE


This mode can be used in any game, even those using an expansion marked with the  icon.

The Apollo monument can also be used to simply replace the Hermes monument in the core game.

During setup, place the Apollo monument in Acarnania instead of the Hermes monument. Place Apollo's artifact card under the Apollo monument. Shuffle the Apollo blessings cards into the blessing deck. Take the Apollo help card, using the side marked with a gray corner. All other rules of the core game apply normally. Muse components and rules are not used.

POSEIDON

SETUP

 **Experienced players only:** Use only 1 expansion marked with this icon at a time.

Poseidon is required to use *Atlantis*.

Place the **Poseidon monument** in Messenia with Poseidon's **artifact card** under it. Take the **Poseidon help card** (use the side marked with a red corner).

Place 1 random **port token** (number side down) in Acarnania, Thessaly, Attica, Messenia and Laconia. With more than 4 players, place additional port tokens:

5-6 players: North Atlantis (if you use the *Atlantis* expansion).
6 players: Lesbos (if you use the *City of Steel* expansion).


Shuffle the Poseidon **blessings cards** into the blessings deck.

PORTS

Regions with ports are treated as being connected with each other, with these limitations:

- Monsters cannot move from one port to another.
- The **hoplite movement** regular action cannot be used to move hoplites from one port to another.
- The **hero movement** regular action can be used to move a hero from one port to another. This counts as moving 1 region.
- The **march** special action can be used to move armies from one port to another. This counts as moving 1 region.
- Hermes' god power can also be used to move an army from one port to another. This counts as moving 1 region.


FLEETS

 **Fleet** is an additional basic attribute. Mark a hero's **FLEET** value with a fleet token of their army color on the fleet board.

Each player starts with a **FLEET** of 1, and the maximum value is 5.

Add your **FLEET** value to your army strength in every battle that takes place in a region with a port. A player's maximum fleet bonus is equal to their fleet attribute, and a player's fleet bonus can never exceed the number of their hoplites in the battle.

POSEIDON SIMPLE MODE

This mode can be used in any game, even those using an expansion marked with the  icon. In simple mode, the Poseidon monument replaces the Athena monument in Attica, with Poseidon's **artifact card** under it.

Shuffle the Poseidon **blessings cards** into the blessings deck. Take the Poseidon **help card** (use the side marked with a gray corner).

Place 1 random **port token** (number side down) in Acarnania, Thessaly, Attica, Messenia and Laconia.


With more than 4 players, place additional port tokens:

5-6 players: North Atlantis (if you use the *Atlantis* expansion).
6 players: Lesbos (if you use the *City of Steel* expansion).

Fleet components and their rules are not used.

ORICHALKUM & CONSTRUCTS

SETUP

 **Experienced players only:** Use only 1 expansion marked with this icon at a time.

Orichalkum can be combined with *Poseidon* and *Atlantis*.

Place 1 orichalkum token in each region with a city. Do not place any orichalkum token in *Sparta* or *Troy* (if you are using the *City of Steel* expansion).

Draw 3 **construct cards** and set them (faceup) next to the board.

ORICHALKUM

When a hero ends a **hero movement** regular action (and doesn't start a quest) in a region with a **orichalkum token**, they may take it.

At the beginning of their turn (before performing any action), you may spend any number of orichalkum tokens (removing them from the game) to recharge the same number of your artifacts.

CONSTRUCTS

At the beginning of your turn (before performing any action), you may use 1 of the 3 faceup construct cards, paying its cost in orichalkum tokens.

Remove construct cards from the game after use. During the event phase, if there are less than 3 faceup construct cards, replace them with cards from the construct deck.

ATLANTIS (5 PLAYERS)

These components are for 5 player games only (though Cleito could replace any hero from the base game). *Atlantis* requires the *Poseidon* expansion and is required to use the *City of Steel* expansion.

SETUP

Place the **Atlantis board** on the lower-right side of the main board. Shuffle the additional **monster and quest cards** into the event deck.

The sea trails lead to the corresponding regions of the main board and of the *City of Steel* board (if used). They work both ways.

THE FACTORY

The factory is a special temple. Any player controlling the inner circle region of the Atlantis board may perform a **build temple** special action to build the factory. The factory counts as a temple (adding priests to the priest pool when built or during build monument actions of the controlling player).

The factory also counts towards the **favored of the gods** victory condition (controlling 5 regions with a temple).

When the factory is built, put the Talos miniature in the inner circle region of the Atlantis board.

TALOS

Immediately after the factory is built, the player that controls the inner circle region also controls Talos. Talos is a regular monster, and may be killed during a hunt (the player controlling Talos cannot hunt it).

Each turn the player controlling Talos may perform 1 **Talos** regular action to move Talos 1 region or to use its region attack. During each monster phase, the player controlling Talos gains an additional Talos regular action instead of rolling the monster die for Talos.

CITY OF STEEL (6 PLAYERS)

SETUP

These components are for 6 player games only (although Hector could replace any hero from the base game).

Setup the *Atlantis* and *Poseidon* expansions (required), then place the additional **City of Steel board** on the upper-right side of the main board, directly above the *Atlantis* board.

Shuffle the additional **monster and quest cards** into the event deck.

TROY REGION SPECIAL RULES

The player controlling the Troy region can have up to 5 combat cards in their hand (instead of 4).

When performing the **recruit** special action, the player controlling the Troy region may recruit up to 1 hoplite in each region of the **troad** (the brown land on the *City of Steel* board) they control.

Each hoplite in the Troy region is treated as **fortified** (they receive +1 army strength when defending).

Any rule referring to a city or Sparta also applies to Troy.

NEW SEA TRAILS

The sea trails of the *City of Steel* board lead to the corresponding regions of the main board and the *Atlantis* board. The trails work both ways.



KRONOS

Kronos is an **alternative game mode** for 2-4 players, rather than a standard expansion.

One of the players is **Kronos**, trying to set himself free, and using monsters and powers to seek revenge on the gods which imprisoned him. Other players team up, leading heroes and their armies in an attempt to stop the mighty titan from destroying the land.

VICTORY CONDITIONS

KRONOS

- Set the population attitude to **hostile** in 5 lands.
- Destroy all 3 monuments.

HEROES

- Kill Kronos.
- Control 3 lands.
- Kill all the monsters on the board (available after completing the *Closing of Tartar Gates* quest).

SETUP

Set up the **alternative board** (the solo board on the reverse of the regular one).

Shuffle the **monster attack** and **combat cards decks** and place them on the board in their appropriate places.

Prepare the **blissing deck** by removing these cards: *Hero's Wrath*, *Ambush*, *Response Force*, *Bluff*, *Hermes Temple*, *No Attrition*, *Always Prepared*, *Unbroken Morale*, *Cunning Tactician*, *Athena's Gift*, *Heroic Presence*, *Restrictive Maneuver*, *Stalwart Defence*. Shuffle the deck and place it on the board.

Place the corresponding **glory tokens** on the neutral space of their respective population attitude tracks.

Place all of the **temples** and **Oracle of Delphi** in their respective regions (all temples are built at the beginning of the game).

Place the base of each of the basic **monuments** (Athena, Hermes and Zeus) in their respective regions. Place the God's **artifacts** next to their respective monuments.

Place 3 **Kronos Quest cards** in the quest slots on the board (Kronos Quest cards do not have tokens quests because they do not have rewards).

Neutral artifacts, monster artifacts and events are not used in this game mode.

Setup the **Kronos board** by placing an attribute token on the first space of each attribute of Kronos (**MIGHT**, **ANGER** and **AUTHORITY**). Kronos uses the 5th player attribute tokens from the *Atlantis* expansion.

Place the **anger points counter** on the space corresponding to the number of heroes in the game (10 for 2 heroes, 11 for 3).

Give the **Kronos Wrath card** (from the Kronos chain deck) to the Kronos player and place it faceup next to the Kronos board.

The Kronos' player chooses 3 **chain cards** and places them facedown next to their Kronos wrath card; they begin the game **unbroken**. The hero players cannot look at them, but the Kronos player may consult them at any time.

They then take the **Kronos miniature** and place it in one of these regions: Locris, Eubea, or Messenia.

Set the **population attitude to HOSTILE** in the land Kronos starts in.

The Kronos player shuffles the **Kronos order deck** and draws 3 cards (the hand limit for these cards is 5).

HEROES

In this game mode, the heroes have different special abilities. When selecting their hero, each player chooses 1 corresponding **hero special ability token** and places it on their hero board, covering their basic special ability.

Starting bonuses are not used in this mode.

Each player takes the components corresponding to their chosen hero (hero miniature and plastic ring, hero special ability token, army board, hoplites and priests miniatures, used action tokens, control tokens, attribute tokens).

Players place their hero miniature on the board, in a region of their choice, along with their starting hoplites (3 hoplites in a game with 2 heroes; 2 hoplites in a game with 3 heroes).

The first hero player takes the **current player token**.

2 PLAYER GAMES

In 2 player games, one player controls Kronos and the other controls 2 heroes. Whenever a rule refers to the "next / other hero player", it applies to the "next hero / other hero".

GAMEPLAY

The Kronos player always takes the first turn of the game. After that, Kronos player turns occur after the turn of each hero. Therefore a full turn sequence looks like this:

Kronos player turn
Hero player 1 turn
Kronos player turn
Hero player 2 turn etc.

KRONOS

KRONOS PLAYER TURN

The Kronos player performs 1 of the Kronos actions listed on the Kronos board.

Using the *Kronos' Wrath* card allows the Kronos player to perform a second action this turn (it can be the same as the first).

Kronos actions have a cost in **anger points** (♥) that must be spent before performing any action. Kronos' anger points are tracked with the anger counter on the anger track of the Kronos board (move it to the left as you spend points).

After performing their action, the kronos player turn ends and the next hero turn starts.

ATTRIBUTES

MIGHT: This value is added to any monster attack card played when hunting Kronos.

ANGER: This value is the number of anger points the Kronos player gains when the hero players decide to build a monument.

AUTHORITY: This value is the number of monsters moved during the monster movement Kronos action.

KRONOS' REGION

Hoplites cannot enter the region with Kronos, but heroes and monsters can. The region is not counted as necessary for purposes of the **control 3 lands** victory condition.

KRONOS ACTIONS

MONSTER MOVEMENT 1♥

The Kronos player moves a number of monsters equal to their **AUTHORITY** value by 1 region.

REGION ATTACK 2♥ / 3♥

The Kronos player chooses a monster that performs its region attack. In addition to any other effects, this region attack kills an additional hoplite in the attacked region for each population attitude level below neutral (1 additional hoplite in a **wary** region, 2 additional hoplites in a **hostile** one). The cost of this action depends on the chosen monster:

2♥: Medusa / Sphinx / Cyclops

3♥: Chimera / Minotaur / Hydra / Cerberus

TERROR 1♥ + 1♥ FOR EACH 2 HOPLITES IN THE CHOSEN LAND

The Kronos player chooses 1 monster in any region and moves its corresponding glory token 1 space down on the population attitude track. Remove all control tokens from regions without hoplites in the chosen land.

DESTROY TEMPLE 4♥

The Kronos player chooses 1 monster in any region with a temple. If there are no hoplites in that region, the temple is removed. Each time a temple is removed, the Kronos player raises one of Kronos' attributes by 1. The hero players cannot rebuild a destroyed temple.

PLAY KRONOS ORDER CARD 0♥ / 2♥

The Kronos player can play an order card from their hand, choosing one of these options:

- Place the corresponding monster in one of the 2 regions shown on the Kronos order card. Then the Kronos player may immediately perform a **terror** action (an exception to the usual single action per turn). Costs must be paid as normal.
- If the monster is already on the board, it can either evolve in as described on the played card or perform the order described. Evolutions are then attached to the corresponding monster board, while orders are immediately resolved, then discarded.

As long as the *Finding Omphalos* quest is active, the cost of this action is 0♥. When hero players manage to finish this quest, the cost of this action becomes 2♥.

PASS 0♥

Instead of performing any action, the Kronos player may pass their turn. They restore their anger points (♥) up to the level corresponding to the total number of regions controlled by the hero players (as indicated on the anger track).

KRONOS' CHAINS

The Kronos player cannot use any **unbroken** chain card until it is broken. The fourth chain card is always *Kronos Wrath* and it is already broken at the beginning of the game.

BREAKING CHAINS

In order to break a chain and flip the corresponding card faceup, the Kronos player must either:

- Raise any of the Kronos attributes (**MIGHT**, **ANGER** or **AUTHORITY**) to 3 by destroying temples in various regions, or
- Have at least 8♥ during the **build monument** special action of any hero player.

When a chain is broken, flip its card faceup and reveal any Kronos power granted by that card. **The Kronos player can only use powers from broken chain cards.**

When Kronos' player breaks the last unbroken chain, they unlock the Kronos **final actions**.

Each Kronos' chain card has 3 main sections:

- The upper left side shows the additional **WOUNDS** that a hero must deal to Kronos to hunt him successfully. When a hero covers all of the wound symbols on the chain card, it is destroyed and removed from the game; the Kronos player cannot use it anymore.
- The **active** section of a chain card can be used at any moment during the Kronos player turn. This power works exactly like an **artifact** in the base game. After use, turn the card 90° to mark it used. The card is refreshed when any hero player performs the **build monument** special action.
- The **passive** section of a chain card works as soon as the chain is broken and the card is revealed. Passive abilities decrease the anger point cost of specific kronos actions.

KRONOS FINAL ACTIONS

These actions are locked until Kronos breaks its last chain.

KRONOS MOVEMENT 4♥

This action allows Kronos to move 1 region. When Kronos enters a new region, it kills all hoplites there. Any temple in the region is destroyed and any control token in that region is removed.

Kronos cannot enter a region with a monument. **Destroyed** monuments do not block Kronos from entering a region.

KRONOS DESTROY MONUMENT 4♥

The Kronos player may choose to destroy (remove) 2 levels of a monument in the region neighboring the one Kronos is in. As long as its base is not destroyed, the hero players can rebuild the monument, but if this action destroys the monument base, the monument is **destroyed** and cannot be rebuilt. A **destroyed** monument is removed from the board along with its god's artifact.

KRONOS TERROR 4♥

The population attitude in the land Kronos is in is set to **hostile**. Remove the control tokens from all regions without hoplites in the affected land.

MONSTER DESTROY MONUMENT 4♥

The Kronos player chooses a region with a monument and a monster. The monster destroys (removes) 1 level of the monument. As long as its base is not destroyed, the hero players can rebuild the monument.

If this action destroys the monument base, the monument is considered **destroyed** and cannot be rebuilt by heroes.

A **destroyed** monument is removed from the board along with its god's artifact.

HUNTING KRONOS

The hero players can only start hunting Kronos as soon as they finish the *Blessing of Rea* Kronos quest.

Kronos has 4 wounds symbols on its board, plus 4 on its *Kronos Wrath* chain card, for a total of 8 **WOUNDS** at the start of the game. Ignore any wound symbol on an unbroken chain card. When the chain is broken and the card flipped faceup, add its wound symbols to Kronos' total wound symbol.

When any hero deals all the wounds to any 1 broken chain card, that card is removed from the game and Kronos loses all associated powers.

Kronos attacks like a standard monster, but adds its **MIGHT** value to any monster attack card it plays. Otherwise Kronos is not treated as a normal monster and is immune to any ability that affects other monsters.

Kronos special attack: The hunt ends immediately, the hero is dealt 1 injury, and the Kronos player may place the hero in any region on the map.

HERO ACTIONS

BUILD TEMPLE

In this mode, the hero players cannot perform the **build temple** special action. They cannot build temples or rebuild destroyed ones. The only way to gain priests is either to gain them as hunt rewards or to control regions with a temple and then perform the **build monument** special action.

END OF A HERO PLAYER TURN

At the end of a hero player turn, give the current player token to the next hero player in clockwise order.

HUNT

The hunt works as in the base game, with the Kronos player always playing the monster attack cards.

Hunt rewards are awarded differently: the reward for slaying a monster is to move the corresponding glory token by 1 space up on the population attitude track. If the attitude was already neutral, the hero player may place the glory token on their hero board and use the **usurp** special action. As an additional reward, the player draws a blessing card. The player may discard the drawn blessing card to place a priest in their priest pool.

When dealing a wound with a priest symbol, the hero player can draw a blessing card after the hunt. The player may discard the drawn blessing card to place a priest in their priest pool.

When dealing a wound with an artifact symbol, the hero player may move the corresponding glory token by 1 space up on the population attitude track. If the attitude was already neutral, the hero player may place the glory token on their hero board and use the **usurp** special action.

Rewards gained from a hunt are not cumulative. If the hero slays the monster, they change the population attitude and draw a blessing card. If the monster is only wounded, the hero player must choose 1 reward (depending on the wounds symbols dealt).

BUILD MONUMENT

After any hero player performs the **build monument** special action, skip the Monster and Event phases. Instead, the Kronos player adds **anger points** (♥) in number equal to their **ANGER** attribute.

If, after having added anger points, the anger value on the track is 8 or more, the Kronos player may choose to break 1 chain. If they do so, set the anger track to 0. The Kronos player draws 1 Kronos order card for each hero. All broken chain cards are refreshed.

If all of monuments have been destroyed, the game ends with the victory of Kronos.

ORACLE OF DELPHI

The Oracle functions like any normal temple, however the first hero player that controls Phocis this game draws a blessing card. When the Oracle of Delphi is destroyed, the Kronos player may lower the glory token by 1 space on any 1 population attitude

HOPLITES

Hero players are working together to stop Kronos and their hoplites won't fight each another. Hoplites belonging to different hero players may share the same region.

However, hero players cannot combine their hoplites when checking for the control of a region (only the hoplites of 1 player are counted for that purpose).

QUESTS

3 Kronos quests are available for the hero players at the start of the game. As long as these quests are active, the Kronos player benefits from the special abilities described on these cards.

When a hero player manages to finish a Kronos quest, its card is discarded and the Kronos player loses any associated special ability.

Each time a hero player manages to finish a Kronos quest, move up the glory token on the corresponding population attitude track by 1 space. If the attitude was already neutral, the hero player may place the glory token on their hero board and use the **usurp** special action.

ARTIFACTS

There are no monster artifacts nor neutral artifacts in the game. Only God artifacts are used in this game mode.