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For best results, print on card, laminate and trim to size.

Iliad

Setup

- 3 players:** put aside **Hero cards** of value 4, 5 and 6.
- 4 players:** put aside **Hero cards** of value 4 and 5.
- 5 players:** put aside **Hero card** of value 6.

Shuffle the **Army cards** and deal 12 secretly to each player. Place the deck facedown in the middle of the table as the draw deck.

Shuffle the **Victory cards** and the **Oracle cards** and place the decks facedown beside the Army cards. Place the *Agamemnon*, *Athena* and *Poseidon* tiles near the decks and the remaining **Hero cards** faceup beside each other.

At the beginning of each siege, turn over and place in the middle of the table an Oracle card and the Victory cards to be awarded to the winners of the siege.

- 3 players:** turn over 1 Oracle card and 1 Victory card.
- 4 players:** turn over 1 Oracle card and 2 Victory cards.
- 5 players:** turn over 1 Oracle card and 3 Victory cards.

For the first siege, the youngest player plays first. Subsequently the player with the *Agamemnon* tile plays first.

Oracle Cards

Thanatos

The siege ends when all players have passed their turn. The player with the strongest value army chooses one Victory card, as well as the *Agamemnon* tile.

- 4 players:** the player whose army is next strongest takes the second Victory card.
- 5 players:** the player whose army is next strongest takes the third Victory card.

If there is a tie, the player with the higher valued Hero takes the Victory card.

The player whose army is *weakest* takes the *Thanatos* card, which subtracts victory points. If there is a tie, the player with the lower valued Hero takes the card.

Gorgon

Victory goes to the player whose army, at the beginning of his turn, has a higher total value than any other player.

The winner (and only the winner) chooses 1 Victory card, as well as the *Agamemnon* tile.

The *Trojan Horse* cannot be played in a Gorgon siege.

The Gorgon is discarded at the end of the siege. Unawarded Victory cards remain in place; add one at the beginning of the next siege.

Playing a Siege

On his turn, a player may take *one* of these actions:

- **place a card from his hand faceup in front of him;**
- **attack an opponent with one of the cards in front of him;**
- **pass his turn.**

Play then proceeds to the next player clockwise.

Placing a card on the table

Cards are always placed so they are visible to all players. Once placed they cannot be moved.

Chariot, Elephant, Ballista, Catapult, Harrow and Trojan Horse cards are always placed by themselves.

Hoplites can be placed separately beside each other *or* stacked on Hoplite cards placed earlier to form a **Phalanx**, *or* on an Elephant or Trojan Horse placed earlier. The value of the cards in a Phalanx must decrease, from strongest, placed first, to weakest. The value is equal to the sum of the points multiplied by the number of cards in it.

Archers can be placed either separately *or* on an Elephant or Trojan Horse. The value of the Hoplites and/or Archers on an Elephant (maximum 2) is doubled.

Hoplites and/or archers on a Trojan Horse are placed facedown and only revealed at the end of the siege, when they can be placed by themselves, added to Phalanxes, *or* placed on an Elephant.

Attacking an opponent's army

Except for the Chariot, a player may never attack an opponent with a card directly from his hand. Only one card placed from an earlier turn may be used, and it is **discarded** along with the target card.

Cards that a card can eliminate are shown on the left side of the card.

Hoplites, Elephant, Harrow and **Trojan Horse** cards can never attack.

When Hoplites are eliminated they are either solitary cards or the weakest value card in a Phalanx (unless the attacker is an Archers card sitting on an Elephant).

A player can never directly attack a card sitting on an Elephant or Trojan Horse.

Passing

When a player in a *Thanatos* siege passes, he immediately takes the highest value **Hero card** still available and places it by itself in front of him. This value is added to his army at the end of the siege.

Once a player passes he can no longer place or use cards in that siege, though he can still be attacked. His Hero may never be eliminated.

If only one player remains, he may place or use cards for as long as he wishes.

When a player in a *Gorgon* siege passes, he does not receive a Hero card, but immediately discards all his Army cards in front of him and no longer participates in that siege.

Athena and Poseidon Tiles

The player whose total value of **City cards** is highest *immediately* takes the **Athena tile**. The tile changes hands only when a player has more City points than the player who currently has the tile.

In the same way, the **Poseidon tile** is awarded *immediately* to the player with the highest value of **Trireme cards**.

New Siege

Each player returns his Hero card to the table and discards all the Army cards in front of him.

Players keep the cards they have in hand but receive **3 new Army cards**.

Those who have more than 12 must discard down to 12. Shuffle the discard pile to form a new draw deck if necessary.

Place new Oracle and Victory cards on the table.

End of the Game

A player *immediately* wins as soon as the total of his Victory cards (including the *Agamemnon*, *Athena* and *Poseidon* tiles and subtracting the *Thanatos* card) reaches **12 points**.

If the deck of Oracle cards finishes before there is a winner, the player with the most points wins.

If there is a tie, the tied players *only* receive 3 new Army cards to add to their hands and start a new Gorgon siege; the winner of this siege is the final winner. If neither of the players have the *Agamemnon* tile, the player who had the Hero of the highest value during the previous siege starts.

2 Player Rules

The Oracle and Hero cards are not used. At the beginning of each siege, reveal 2 Victory cards. A player who passes may still play thereafter during that siege, even passing for several turns as long as his opponent continues to play. The siege stops when both players pass in turn.

The player with the strongest army chooses a Victory card; the loser does not get one. If there is a tie, the loser is the last player to have passed.

A new Victory card is added to the remaining one and a new siege starts as normal.

The winner is the first player with **15 victory points**.

Playing in Teams

Play as for a normal game, as individuals, but in 2 or 3 teams of 2. With 6 players (3 teams of 2), deal 10 Army cards to each player. No player can have more than 10 cards in hand.

To determine the winning team tally the total points of both partners. The winner is the first team with **15 victory points**.