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Thankyou! Peter (Universal Head)

v1

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Game: **LORDS OF HELLAS**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers





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 **blessing cards** from the gods whose monuments are in the game into 1 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 on the board 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 **blessing 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 they receive a **priest**, place him 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.

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.

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.

MOVEMENT

You can move your hero through a number of regions equal to their **speed** attribute, 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 player can move only 1 quest step, regardless of their speed attribute.

HOPLITE MOVEMENT

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

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 ensuing 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 **blessing 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):

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 (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 you want to build 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** (Y) or **artifact** (A) 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** attribute. 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:

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 yourself from the attack. Then, draw 2 combat cards.

b. **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:

a. **Successfully:** A monster receives a final wound; or

b. **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 causes an end to the hunt; or you failed to defend yourself from the attack; or the hero receives 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** (Y) or **artifact** (A) 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, taken 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. However, 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 this sequence:

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 **casualty 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:

1. 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.

2. Favored of the Gods: Control 5 regions with temples.

3. Monster Slayer: Slay 3 monsters.

4. 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

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

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.

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** in it, they can immediately move to the quest step assigned to that quest if they meet its requirements. After entering a quest, a player can move only 1 quest step, regardless of their speed attribute.

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 it in the indicated region and 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

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

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.

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** in it, they can immediately move to the quest step assigned to that quest if they meet its requirements. After entering a quest, a player can move only 1 quest step, regardless of their speed attribute.

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 it in the indicated region and 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** attribute.

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 during your attack; or a card was played during the monster's attack which causes an end to the hunt; or you failed to defend yourself from the attack; or the hero receives 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.

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, taken 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:** 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, 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.

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