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Peter (Universal Head)

v2

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Game: **MYTHIC BATTLES: PANTHEON**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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RECRUITING AN ARMY

Draft

Units may be recruited from all players' available units, or from a previously agreed upon selection. In skirmish mode, the number of players determines the number of RP available to each player:

2 players: 18 RP 3 players: 16 RP 4 players: 14 RP

In adventure mode, the scenario dictates the number of RP available for each player, the lead player, and any restrictions.

To recruit your army:

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

When you recruit a unit, you must pay its RP cost immediately. An army may never include more than 1 divinity (god or titan), or more than 1 unit, in addition to their divinity, whose cost is more than or equal to 5 RP. An army (or the same side in a team game) may not include the same unit twice.

If you cannot afford any of the remaining units, take 1 AoW card for each unspent RP. These will form part of the player's starting hand. If you have 0 RP remaining, the other players continue selecting units in the same order, skipping the player whose recruitment has ended.

Constructed

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

2 players: 18 RP 3 players: 16 RP 4 players: 14 RP

Players must jointly decide on the type of divinity they wish to play: god or titan. To form their armies, each player recruits their units from all those in their possession.

The RP total of all the recruited units must be exactly equal to the number of RP available at the beginning of recruitment. The above restrictions for draft recruiting also apply.

Limited

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

SETUP

Set up the board and any terrain elements, tokens or miniatures as indicated by the scenario.

Each player sets up their dashboards (with stat clips set to maximum *vitality*) and troop cards in front of them, with their miniatures and any required sets of tokens placed on the corresponding dashboard or cards.

Starting with the lead player then moving clockwise, each player in turn places a troop unit on one of the deployment areas.

Continue until all players have placed all their troop units on the board.

Each player builds their deck from all the **activation cards** for every unit in their army and a number of **art of war (AoW)** cards equal to the total of all the **strategic values** of their units.

Each player forms their hand with 3 additional AoW cards, the first 3 cards from their deck, and any AoW cards gained during the recruitment of their army.

Team play For 4 player skirmish games, play as 2 teams of 2 players. Players on the same team constitute a side and all units on the same side are allies. You share your victory with your teammate. For turn order, ensure that the turns go from one side to the other and back if teammates are sitting side by side.

SEQUENCE OF PLAY

In each game round each player takes a turn, starting with the lead player and continuing in clockwise order.

You may activate a maximum of 2 different units from your own army in each of your turns.

A unit cannot activate more than once per turn. Cards can only be discarded from your own hand and your discard pile may be looked at by anyone at any time.

If you cannot draw a card because your deck has run out, the game pauses and *all* players add their entire remaining deck to their hand, shuffles their discard pile to form a new deck and draws up to a hand of 3 cards. Play resumes with the player that triggered the pause drawing any cards they were about to.

The active player completes the following steps in order:

1. START OF TURN PHASE

- 1a. Effects of powers lasting for 1 round that were triggered in your last turn end now.
- 1b. **Draw 1 card from your deck.**
- 1c. **Pass or continue.** If you pass, you may draw a second card then go to the End of Turn phase (4).

2. ACTIVATE A UNIT PHASE

- 2a. Discards 1 activation card of the unit you wish to activate. Then declare if the unit will carry out **simple actions** or **1 complex action**.
- 2b. Resolve any powers that trigger at the start of the unit's activation.
- 2c. The unit is activated and can carry out: 0, 1 or 2 *different* simple actions or 0 or 1 complex action.
- 2d. Resolve any powers that trigger at the end of the unit's activation.

3. ACTIVATE ANOTHER UNIT PHASE

- 3a. If you have activated a number of units equal to your activation limit or no longer wish to activate another unit, go directly to the End of Turn phase (4).
- 3b. If you choose to activate another unit, discard 1 AoW card and go back to the Activate a Unit phase (2).

4. END OF TURN PHASE

- 4a. Decide whether or not to discard 1 AoW card to perform 1 **troop recall**.
- 4b. The next player in a clockwise direction becomes the new active player; their turn starts at the Start of Turn phase.

ACTIONS

SIMPLE ACTIONS Walk, Attack, Claim.

COMPLEX ACTIONS Run, Deploy, Absorb.

NON-ATTACK ACTIONS

WALK SIMPLE ACTION

The unit can enter a number of areas up to its **movement** stat. Each new area must be adjacent to the previous one.

A unit's walk ends when it enters an area containing one or more enemy units. A unit cannot enter a full area. A unit can only enter an area or cross a boundary whose description allows it.

A unit cannot walk after it has taken an attack in that activation.

RUN COMPLEX ACTION

The unit can enter a number of areas up to its **movement** stat +1. Each new area must be adjacent to the previous one.

A unit's run ends when it enters an area containing one or more enemy units. A unit cannot enter a full area. A unit can only enter an area or cross a boundary whose description allows it.

DEPLOY COMPLEX ACTION

This action can only be carried out by a unit entering the game for the first time. Place the unit in its army's deployment zone and end its activation. A unit cannot deploy into a full area.

CLAIM SIMPLE ACTION

A unit can claim an available divine stone (on the board) in the same area if they are not already carrying one. Place the newly claimed divine stone on the unit's base.

A unit may carry divine stones multiple times during a game, as long as they are only carrying a single one at a time. While a unit is carrying a divine stone it can still perform actions as normal.

ABSORB COMPLEX ACTION

Only divinities in the same area as an unclaimed divine stone, or one collected by an allied unit, can absorb it. When a divinity absorbs a divine stone, place the token on their dashboard.

If this divine stone comes from the same mythology, apply its effects.

ATTACKING

ATTACK SIMPLE ACTION

There are 2 types of attacks: **normal** and **area**. The attacker is the unit declaring the attack; the defender is the target.

Normal attack

1. Target choice

You must choose an enemy unit as a target.

The target must be both visible and at a distance that is less than or equal to the attacker's **range**.

A unit can always target an enemy unit in the same area (range 0).

If the unit is in an adjacent area that is full, the attacker can decide to attack as if they were in the target's own area (range 0).

To determine if a target is **visible**, draw a straight line between the centre icons of the areas. If this line does not encounter an obstacle, ignoring its departure and destination area, the target is visible.

An obstacle is an area if it contains at least 1 unit, and an area or a boundary described as an obstacle. A target that occupies the same area as the attacker is always visible.

A target is in **range** if the attacker's range stat is equal to or greater than the shortest distance to it, in areas not counting your own (you do not have to follow a straight line when counting areas).

2. Attack resolution

2a. Effective value calculation

The attacker and the defender calculate their effective **offence** and **defence** values (the unit's stats after any applicable modifiers). If, in a scenario or in a power, it refers to attacking with a certain number of dice, this is the offence of the attack.

Modifiers cannot reduce attack or defence below 0 or raise them to above 10.

2b. First assault

1. **The attacker rolls a number of dice equal to their effective offence.**
2. Immediately remove any blank results. For each step, once a die has been removed, set it aside; it takes no further part in this attack.
3. Among the remaining dice, the attacker can discard as many dice as they want to get bonuses for the other dice. Each discarded die adds +1 to the result of another die. The new value of the remaining dice is equal to their result increased by the number of dice discarded to give them bonuses.

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

2c. Second assault

If, during the first assault, the attacker rolled one or more dice with a result of 5 (direct results or after modification), they can carry out a **second assault**. To do this, carry out the following steps in order. Otherwise go straight to the next step.

1. The attacker rolls as many dice as they wish from those of the first assault with a result equal to 5.
2. Immediately remove any blank results. Their previous result is thus lost.
3. Add the new results of the rolled dice to the 5 from the first assault.
4. Among the remaining dice (including any dice not discarded during the first assault), the attacker can discard as many dice as they want to get bonuses for the other dice. Each discarded die adds +1 to the result of another die. The new value of the remaining dice is equal to their result increased by the number of dice discarded to give them bonuses.

2d. Wounds

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

If the defender is a divinity, a hero or a monster, move the dashboard's stat slide down a number of lines equal to the number of vitality points lost, thus revealing the unit's new stats.

If the defender is a troop unit, remove as many of its miniatures as lost vitality points and place them on their troop card.

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

For divinities, heroes or monsters, when you can no longer push the slide down on the dashboard. These units cannot return to the game.

For troops, this means when you have removed the last miniature of the troop from the board.

A destroyed unit drops any elements it is carrying in the area in which it was destroyed. Any power tokens attached to it are placed in the appropriate reserve pool. A destroyed unit's activation and AoW cards remain in play.

In a 3 or 4 player game, when a divinity is destroyed, the player controlling it removes from the game every element controlled by that divinity.

3. Retaliation

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

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

Area attack

An area attack targets all units, allies and enemies in the area except the unit making the attack. The target area must contain at least 1 enemy unit but may contain friendly units, and the area itself is not attacked.

1. Area choice

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

2. Target choice

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

3. Attack resolution

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

If there is at least 1 unit that has not been targeted in the area, the attacker returns to step 2 of this sequence to target the new unit. If not, the attack is over.

The defender cannot retaliate during an area attack.

ART OF WAR CARDS

When you must discard an AoW card, you can discard:

1 AoW card OR 1 omphalos card OR

2 activation cards from previously destroyed non-troop units

Manoeuvres

You can carry out manoeuvres at any moment during a round (regardless of whose turn it currently is). Each manoeuvre can only be bought **once per round and per player**. You must pay the cost in AoW cards to resolve the effects of a manoeuvre.

DRAW CARDS COST: 1 AoW CARD

Immediately draw up to 2 cards from your deck.

SEARCH FOR A CARD COST: 1 AoW CARD

Immediately search through your deck and take 1 card of your choice to add to your hand. Then shuffle your deck.

EVADE COST: 1 AoW CARD

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

DIVINE STONES

A **divine stone** on the board is either **claimed** (carried on the base of a miniature; a unit can only carry 1 claimed divine stone at a time) or **unclaimed** (on an area of the board and not on the base of a miniature). A unit can drop a claimed divine stone in their area at any moment during their activation; this is not an action. Once dropped, it is considered unclaimed.

When a rule or effect indicates that an element is considered to be the same as an omphalos or a divine stone, it follows all the rules relevant to divine stones, but cannot be absorbed.

Omphalos

The player who controls the Greek divinity who absorbs the omphalos may take an **omphalos card** and add it to their hand.

During any part of your turn, you may take an omphalos card from your hand and return it to the box: **your divinity then regains 1 point of lost vitality**. This does not reduce the number of omphalos on the divinity's dashboard.


An omphalos card can be discarded in the place of an AoW card.


POWERS


Troop powers are all permanent. A power can only be used by a **non-troop** unit if its icon (or a number on a background of the same color) appears in the window of the dashboard's stat slide.


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

When a stat symbol associated with an X value on a background of black or white is shown in the description, it means the value of the stat is the one in the window of the stat slide.

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

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

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

 **Offensive:** The unit can use this power during its activation but cannot use it if they carry out a complex action. It replaces a simple attack action, thus counting for the limit of the 2 simple actions the unit can carry out in a turn. If nothing is specified in the description, the attack follows the normal attack sequence.

Power tokens


Some powers require the use of tokens. During setup, each player must take as many tokens of the units that require them as indicated on their dashboard. These form the power token reserve pool.


Unless otherwise stated, when a token is removed from the game, it is replaced in this pool. A token retains its effect as long as it is in play, regardless of whether the corresponding power is active, passive, permanent or offensive, even if the unit whose power created the token is destroyed.


During constructed recruitment, each side places power tokens, visibly, with the face of the color that corresponds to them, on the dashboards of any units possessing a power with tokens. Some tokens have a defense and vitality stat; they can therefore be targeted for attacks as if they were a unit. However, the attacker's talents are ignored. When a token no longer has any vitality points, it is removed from the game.


UNIT TYPES

If there is no icon, the unit is considered **terrestrial** (no effects).

 **Boreal** units ignore all polar terrain effects.

 **Aquatic** units gain +1 movement for walk or run actions if they start in, and only enter, aquatic areas during that action. Aquatic units ignore all aquatic terrain effects.


 **Fireproof** units ignore all lava terrain effects.

 **Flying** units can deploy on a cliff or rock area of their deployment zone. A flying unit moves on the ground but can take flight. A player who activates a flying unit has access to 2 additional complex actions:

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

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

Aerial attack: A unit that carries out an aerial attack follows the sequence of a normal attack, however they ignore any terrain effects of the area they occupy, they gain a bonus of +1 range, and when they determine if their target is visible or not, any obstacles are ignored.

 **Huge** units can never enter an area with an area capacity lower than 3. The area this unit occupies is always considered full, regardless of its area capacity. Also, the talents and powers that could move a huge unit are ignored.

BATTLEFIELD

Boundaries

Cage walls (thick brown line): Units other than troops or heroes cannot walk or run through this boundary.

Chains (chain line): Units moving through this boundary performing a walk or a run action must end this action.

Escarpment (double white line): Units cannot walk or run through this boundary.

Heights (arrowhead): The heights icon does not affect unit movement actions; the boundary type on which it is placed does. The arrowhead points towards lower level areas. A unit on the high side behind the arrowhead gains **+1 offence and +1 range** for attacks targeting a unit in any lower level area, and obstacles are ignored when determining if a target in a lower area is visible.

Normal (white line): No effect.


Wall (red line): Units cannot walk or run through this boundary. A wall boundary is represented by a wall image surrounded by a continuous red line. The image itself is not an area.

Terrain

Each area is a single terrain type defined by its area icon. If the terrain uses 3D elements, the effects can only be applied if at least 1 3D element remains in the area. If all 3D elements are removed, the area becomes open ground.

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


Cage

 **Obstacle:** Yes.

3D elements: None.

Effect: Units in this area gain **+1 defence** against attacks at range 1+.


Cliff

 **Obstacle:** Yes.

3D elements: None.

Effect: Units cannot walk, run, or deploy into this area.


Forest

 **Obstacle:** Yes.

3D elements: The number of trees per area is equal to the area's capacity divided by 2 and rounded up.

Effect: Units in this area gain **+1 defence** against attacks at range 1+.


Lava

 **Obstacle:** No.

3D elements: None.

Effect: A unit entering a lava area immediately suffers 1 wound. The controlling player must then move the unit to an adjacent non-lava area of their choice. The movement action ends immediately.

Open ground

 **Obstacle:** No.

3D elements: None.

Effect: None.

Polar



Obstacle: Yes.

3D elements: None.

Effect: Units that start their activation in a polar area immediately suffers 1 wound. In addition, for the remainder of the turn, they can only carry out 1 simple or 1 complex action and cannot use active or offensive powers.

Rift



Obstacle: No.

3D elements: None.

Effect: Troops and heroes treat this area as open ground. Divinities and monsters cannot end their activation here; they may only move through this area along a path of skulls, and only if they are able to leave in the same activation. Divinities and monsters that walk or run through this area are not stopped by any enemy units present.

Rock



Obstacle: Yes.

3D elements: None.

Effect: Units cannot walk, run, or deploy into this area. Units in this area gain **+1 range**. For attacks of range 1+, they gain **+1 offence**. Also, obstacles are ignored when determining whether a target is visible or not.

Ruins



Obstacle: Yes.

3D elements: 1 ruined column per area.

Effect: Units in this area gain **+1 defence** against range 0 attacks.

Stairs



Obstacle: No.

3D elements: None.

Effect: Units in this area gain **+1 range**. For attacks of range 1+, they gain **+1 offence**. Also, obstacles are ignored when determining whether a target is visible or not.

Swamp (aquatic)



Obstacle: No.

3D elements: None.

Effect: Units that walk or run into this area immediately end their activation. Units in this area cannot walk and can run with a maximum movement of 1. Also, they suffer **-1 defence against attacks of range 1+**.

Water (aquatic)



Obstacle: No.

3D elements: None.

Effect: Active and offensive powers and talents of units in this area are ignored.

WINNING THE GAME

In **skirmish mode**, there are 2 ways to win, irrespective of the number of players. The game ends immediately:

In a player vs player game

When only 1 divinity remains alive, or when a divinity absorbs 4 divine stones.

In a team vs team game

When one divinity of a side is destroyed or when a divinity or divinities of a side absorb 4 divine stones.

The player or team that still owns at least 1 divinity or a divinity or divinities, who have absorbed a total of 4 divine stones wins the game.

In **adventure mode**, each scenario has its own victory conditions.



SEQUENCE OF PLAY

You may activate a maximum of 2 different units from your army. **A unit cannot activate more than once per turn.**

The active player completes the following steps in order:

1. START OF TURN PHASE

- 1a. Effects of powers lasting for 1 round that were triggered in your last turn end now.
- 1b. Draw 1 card from your deck.
- 1c. Pass or continue. If you pass, you may draw a second card then go to the End of Turn phase (4).

2. ACTIVATE A UNIT PHASE

- 2a. Discards 1 activation card of the unit you wish to activate. Then declare if the unit will carry out **simple actions** or 1 **complex action**.
- 2b. Resolve any powers that trigger at the start of the unit's activation.
- 2c. The unit is activated and can carry out: 0, 1 or 2 *different* simple actions or 0 or 1 complex action.
- 2d. Resolve any powers that trigger at the end of the unit's activation.

3. ACTIVATE ANOTHER UNIT PHASE

- 3a. If you have activated a number of units equal to your activation limit or no longer wish to activate another unit, go directly to the End of Turn phase (4).
- 3b. If you choose to activate another unit, discard 1 AoW card and go back to the Activate a Unit phase (2).

4. END OF TURN PHASE

- 4a. Decide whether or not to discard 1 AoW card to perform 1 **troop recall**.
- 4b. The next player in a clockwise direction becomes the new active player; their turn starts at the Start of Turn phase.

ACTIONS

SIMPLE ACTIONS Walk, Attack, Claim.

COMPLEX ACTIONS Run, Deploy, Absorb.

NON-ATTACK ACTIONS

WALK SIMPLE ACTION

The unit can enter a number of areas up to its **movement**.

A unit cannot walk after it has taken an attack action.

RUN COMPLEX ACTION

The unit can enter a number of areas up to its movement +1.

A unit's walk or run ends when it enters an area occupied by enemy units. A unit cannot enter a full area.

DEPLOY COMPLEX ACTION

A unit off the battlefield must **deploy** as its first action and then end its activation.

CLAIM SIMPLE ACTION

A unit can claim an available divine stone in the same area if they are not already carrying one.

ABSORB COMPLEX ACTION

Only divinities in the same area as an unclaimed divine stone, or one collected by an allied unit, can absorb it.

ATTACKING

ATTACK SIMPLE ACTION

Normal attack

1. Target choice

Choose an enemy target that is visible and in **range**.

2. Attack resolution

2a. Effective value calculation

Attacker and defender calculate their **offence** and **defence** values. Min 0, max 10.

2b. First assault

1. Attacker rolls dice equal to their effective offence.

2. Remove any blank results. Once a die has been removed set it aside; it takes no further part in this attack.

3. Among remaining dice, the attacker can discard as many as they want to get bonuses for the other dice. Each discarded die adds +1 to the result of another die.

When a die equals or exceeds the defence of the target, place it on the attacker's dashboard/troop card.

2c. Second assault

If, during the first assault, you rolled any dice with a result of 5 (with or without modification), you can carry out a **second assault**:

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

2. Remove any blank results.

3. Add the new results to the 5 from the first assault.

4. Among the remaining dice (including any not discarded during the first assault), you can discard as many as you want to get bonuses for the other dice. Each discarded die adds +1 to the result of another die.

2d. Wounds

Each die result equaling or exceeding the effective defence of the defender inflicts a **wound**.

3. Retaliation

If the defender is the target of a range 0 attack, they can **retaliate**. The defender becomes the attacker and vice versa: the retaliator must discard 1 of their activation cards.



SEQUENCE OF PLAY

You may activate a maximum of 2 different units from your army. **A unit cannot activate more than once per turn.**

The active player completes the following steps in order:

1. START OF TURN PHASE

- 1a. Effects of powers lasting for 1 round that were triggered in your last turn end now.
- 1b. Draw 1 card from your deck.
- 1c. Pass or continue. If you pass, you may draw a second card then go to the End of Turn phase (4).

2. ACTIVATE A UNIT PHASE

- 2a. Discards 1 activation card of the unit you wish to activate. Then declare if the unit will carry out **simple actions** or 1 **complex action**.
- 2b. Resolve any powers that trigger at the start of the unit's activation.
- 2c. The unit is activated and can carry out: 0, 1 or 2 *different* simple actions or 0 or 1 complex action.
- 2d. Resolve any powers that trigger at the end of the unit's activation (go to C1).

3. ACTIVATE ANOTHER UNIT PHASE

- 3a. If you have activated a number of units equal to your activation limit or no longer wish to activate another unit, go directly to the End of Turn phase (4).
- 3b. If you choose to activate another unit, discard 1 AoW card and go back to the Activate a Unit phase (2).

4. END OF TURN PHASE

- 4a. Decide whether or not to discard 1 AoW card to perform 1 **troop recall**.
- 4b. The next player in a clockwise direction becomes the new active player; their turn starts at the Start of Turn phase.

ACTIONS

SIMPLE ACTIONS Walk, Attack, Claim.

COMPLEX ACTIONS Run, Deploy, Absorb.

NON-ATTACK ACTIONS

WALK SIMPLE ACTION

The unit can enter a number of areas up to its **movement**.

A unit cannot walk after it has taken an attack action.

RUN COMPLEX ACTION

The unit can enter a number of areas up to its movement +1.

A unit's walk or run ends when it enters an area occupied by enemy units. A unit cannot enter a full area.

DEPLOY COMPLEX ACTION

A unit off the battlefield must **deploy** as its first action and then end its activation.

CLAIM SIMPLE ACTION

A unit can claim an available divine stone in the same area if they are not already carrying one.

ABSORB COMPLEX ACTION

Only divinities in the same area as an unclaimed divine stone, or one collected by an allied unit, can absorb it.

ATTACKING

ATTACK SIMPLE ACTION

Normal attack

1. Target choice

Choose an enemy target that is visible and in **range**.

2. Attack resolution

2a. Effective value calculation

Attacker and defender calculate their **offence** and **defence** values. Min 0, max 10.

2b. First assault

1. Attacker rolls dice equal to their effective offence.

2. Remove any blank results. Once a die has been removed set it aside; it takes no further part in this attack.

3. Among remaining dice, the attacker can discard as many as they want to get bonuses for the other dice. Each discarded die adds +1 to the result of another die.

When a die equals or exceeds the defence of the target, place it on the attacker's dashboard/troop card.

2c. Second assault

If, during the first assault, you rolled any dice with a result of 5 (with or without modification), you can carry out a **second assault**:

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

2. Remove any blank results.

3. Add the new results to the 5 from the first assault.

4. Among the remaining dice (including any not discarded during the first assault), you can discard as many as you want to get bonuses for the other dice. Each discarded die adds +1 to the result of another die.

2d. Wounds

Each die result equaling or exceeding the effective defence of the defender inflicts a **wound**.

3. Retaliation

If the defender is the target of a range 0 attack, they can **retaliate**. The defender becomes the attacker and vice versa: the retaliator must discard 1 of their activation cards.

Area attack

An area attack targets all units, allies and enemies in the area except the unit making the attack.

The target area must contain at least 1 enemy unit but may contain friendly units, and the area itself is not attacked.

1. Area choice

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

2. Target choice

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

3. Attack resolution

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

If there is at least 1 unit that has not been targeted in the area, the attacker returns to step 2 of this sequence to target the new unit. If not, the attack is over.

The defender cannot retaliate during an area attack.

ART OF WAR CARDS

When you must discard an AoW card, you can discard:

**1 AoW card OR 1 omphalos card OR
2 activation cards from previously destroyed
non-troop units**

Manoeuvres

You can carry out manoeuvres at any moment during a round (regardless of whose turn it currently is). Each manoeuvre can only be bought **once per round and per player**.

DRAW CARDS COST: 1 AoW CARD

Immediately draw up to 2 cards from your deck.

SEARCH FOR A CARD COST: 1 AoW CARD

Immediately search through your deck and take 1 card of your choice to add to your hand. Then shuffle your deck.

EVADE COST: 1 AoW CARD

Declare the use of evade with a flying non-troop unit that is the target of a range 0 attack. The attacker can choose a different target at a distance that is less than or equal to their range. If the attack is not redirected, the action is taken, but wasted.

DIVINE STONES

The player who controls the Greek divinity who absorbs the omphalos may take an **omphalos card** and add it to their hand.

During any part of your turn, you may take an omphalos card from your hand and return it to the box: **your divinity then regains 1 point of lost vitality**.


This does not reduce the number of omphalos on the divinity's dashboard.


POWERS


Troop powers are permanent. A power can only be used by a **non-troop** unit if its icon (or a number on a background of the same color) appears in the window of the dashboard's stat slide.


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

When a stat symbol associated with an X value on a background of black or white is shown in the description, it means the value of the stat is the one in the window of the stat slide.

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


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


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


 **Offensive:** The unit can use this power during its activation but cannot use it if they carry out a complex action. It replaces a simple attack action, (counting for the limit of the 2 simple actions it can carry out in a turn). If nothing is specified, the attack follows the normal attack sequence.


UNIT TYPES

If there is no icon, the unit is considered **terrestrial** (no effects).

 **Boreal** units ignore all polar terrain effects.


 **Aquatic** units gain +1 movement for walk or run actions if they start in, and only enter, aquatic areas during that action. Aquatic units ignore all aquatic terrain effects.

 **Fireproof** units ignore all lava terrain effects.

 **Flying** units can deploy on a cliff or rock area of their deployment zone. A flying unit moves on the ground but can take flight. A player who activates a flying unit has access to 2 additional complex actions:

Fast flight: A unit that carries out a fast flight can enter as many areas as their movement +1, ignoring any terrain effects. They can enter cliff and rock areas and can cross wall and escarpment boundaries, but cannot enter full areas. During this action, they cannot drop a divine stone. Units carrying out a fast flight are not stopped by enemy units that occupy the areas they fly over, but must respect other boundary effects.

Aerial attack: A unit that carries out an aerial attack follows the sequence of a normal attack, ignoring any terrain effects of the area they occupy, gaining a bonus of +1 range, and when they determine if their target is visible or not, any obstacles are ignored.

 **Huge** units can never enter an area with an capacity lower than 3. The area this unit occupies is always considered full, regardless of its area capacity. Also, the talents and powers that could move a huge unit are ignored.

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UNIT ICONS



Offence Defence Range Movement Power Vitality

BATTLEFIELD

Boundaries

Cage walls (thick brown line): Units other than troops or heroes cannot walk or run through this boundary.

Chains (chain line): Units moving through this boundary performing a walk or a run action must end this action.

Escarpment (double white line): Units cannot walk or run through this boundary.

Heights (arrowhead): The heights icon does not affect unit movement actions; the boundary type on which it is placed does. The arrowhead points towards lower level areas. A unit on the high side behind the arrowhead gains **+1 offence and +1 range** for attacks targeting a unit in any lower level area, and obstacles are ignored when determining if a target in a lower area is visible.

Normal (white line): No effect.

Wall (red line): Units cannot walk or run through this boundary. A wall boundary is represented by a wall image surrounded by a continuous red line. The image itself is not an area.

Terrain

If the terrain uses 3D elements, the effects can only be applied if at least 1 3D element remains in the area. If all 3D elements are removed, the area becomes open ground.

Cage



Obstacle: Yes.
3D elements: None.

Effect: Units in this area gain **+1 defence** against attacks at range 1+.

Cliff



Obstacle: Yes.
3D elements: None.

Effect: Units cannot walk, run, or deploy into this area.

Forest



Obstacle: Yes.
3D elements: The number of trees per area is equal to the area's capacity divided by 2 and rounded up.

Effect: Units in this area gain **+1 defence** against attacks at range 1+.

Lava



Obstacle: No.
3D elements: None.

Effect: A unit entering a lava area immediately suffers 1 wound. The controlling player must then move the unit to an adjacent non-lava area of their choice. The movement action ends immediately.

Open ground



Obstacle: No.
3D elements: None.
Effect: None.

Polar



Obstacle: Yes.
3D elements: None.

Effect: Units that start their activation in a polar area immediately suffers 1 wound. In addition, for the remainder of the turn, they can only carry out 1 simple or 1 complex action and cannot use active or offensive powers.

Rift



Obstacle: No.
3D elements: None.

Effect: Troops and heroes treat this area as open ground. Divinities and monsters cannot end their activation here; they may only move through this area along a path of skulls, and only if they are able to leave in the same activation. Divinities and monsters that walk or run through this area are not stopped by enemy units.

Rock



Obstacle: Yes.
3D elements: None.

Effect: Units cannot walk, run, or deploy into this area. Units in this area gain **+1 range**. For attacks of range 1+, they gain **+1 offence**. Also, obstacles are ignored when determining whether a target is visible or not.

Ruins



Obstacle: Yes.
3D elements: 1 ruined column per area.

Effect: Units in this area gain **+1 defence** against range 0 attacks.

Stairs



Obstacle: No.
3D elements: None.

Effect: Units in this area gain **+1 range**. For attacks of range 1+, they gain **+1 offence**. Also, obstacles are ignored when determining whether a target is visible or not.

Swamp (aquatic)



Obstacle: No.
3D elements: None.

Effect: Units that walk or run into this area immediately end their activation. Units in this area cannot walk and can run with a maximum movement of 1. Also, they suffer **-1 defence against attacks of range 1+**.

Water (aquatic)



Obstacle: No.
3D elements: None.

Effect: Active and offensive powers and talents of units in this area are ignored.

UNIT ICONS



Offence Defence Range Movement Power Vitality

BATTLEFIELD

Boundaries

Cage walls (thick brown line): Units other than troops or heroes cannot walk or run through this boundary.

Chains (chain line): Units moving through this boundary performing a walk or a run action must end this action.

Escarpment (double white line): Units cannot walk or run through this boundary.

Heights (arrowhead): The heights icon does not affect unit movement actions; the boundary type on which it is placed does. The arrowhead points towards lower level areas. A unit on the high side behind the arrowhead gains **+1 offence and +1 range** for attacks targeting a unit in any lower level area, and obstacles are ignored when determining if a target in a lower area is visible.

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Terrain

If the terrain uses 3D elements, the effects can only be applied if at least 1 3D element remains in the area. If all 3D elements are removed, the area becomes open ground.

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Obstacle: Yes.
3D elements: None.

Effect: Units in this area gain **+1 defence** against attacks at range 1+.

Cliff



Obstacle: Yes.
3D elements: None.

Effect: Units cannot walk, run, or deploy into this area.

Forest



Obstacle: Yes.
3D elements: The number of trees per area is equal to the area's capacity divided by 2 and rounded up.

Effect: Units in this area gain **+1 defence** against attacks at range 1+.

Lava



Obstacle: No.
3D elements: None.

Effect: A unit entering a lava area immediately suffers 1 wound. The controlling player must then move the unit to an adjacent non-lava area of their choice. The movement action ends immediately.

Open ground



Obstacle: No.
3D elements: None.
Effect: None.

Polar



Obstacle: Yes.
3D elements: None.

Effect: Units that start their activation in a polar area immediately suffers 1 wound. In addition, for the remainder of the turn, they can only carry out 1 simple or 1 complex action and cannot use active or offensive powers.

Rift



Obstacle: No.
3D elements: None.

Effect: Troops and heroes treat this area as open ground. Divinities and monsters cannot end their activation here; they may only move through this area along a path of skulls, and only if they are able to leave in the same activation. Divinities and monsters that walk or run through this area are not stopped by enemy units.

Rock



Obstacle: Yes.
3D elements: None.

Effect: Units cannot walk, run, or deploy into this area. Units in this area gain **+1 range**. For attacks of range 1+, they gain **+1 offence**. Also, obstacles are ignored when determining whether a target is visible or not.

Ruins



Obstacle: Yes.
3D elements: 1 ruined column per area.
Effect: Units in this area gain **+1 defence** against range 0 attacks.

Stairs



Obstacle: No.
3D elements: None.

Effect: Units in this area gain **+1 range**. For attacks of range 1+, they gain **+1 offence**. Also, obstacles are ignored when determining whether a target is visible or not.

Swamp (aquatic)



Obstacle: No.
3D elements: None.

Effect: Units that walk or run into this area immediately end their activation. Units in this area cannot walk and can run with a maximum movement of 1. Also, they suffer **-1 defence against attacks of range 1+**.

Water (aquatic)



Obstacle: No.
3D elements: None.

Effect: Active and offensive powers and talents of units in this area are ignored.

TALENTS

Using a talent is optional and at the player's discretion. A unit affected by the effect of a talent is the target of the talent. Multiple talents of the same name cannot target the same unit.

If a troop unit is no longer complete and there is only 1 miniature left, that troop's talents can no longer be used.

ARCHER

During the calculation of the effective offence value of a range 1+ normal attack, this unit gains **+1 offence**.

BLOCK

Enemy units in the same area as this unit cannot take walk or run actions. No enemy unit can claim an divine stone in this area. A unit with *Block* ignores these effects.

BOLSTER

During the calculation of the effective offence and defence values of a normal or area attack, the allied troop units in the same area as this unit gain **+1 offence and +1 defence**.

CLIMB

This unit may walk into rock or cliff areas, cross escarpment boundaries, and ignores the effects of chain boundaries.

CLOSE COMBAT

During the calculation of the effective offence value of a range 0 normal attack, this unit gains **+1 offence** until the end of their current activation.

CLOSE PROTECTION

During the calculation of the effective defence value of a normal or area attack, if an allied unit is in the same area, this unit gains **+1 defence**.

FORCE OF NATURE

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

GEM COLLECTOR

During this unit's activation, it can carry out a claim action from any visible area in its surroundings.

GUARD

After the choice of the target of a normal or an area attack by an enemy, if this unit is in the same area as the targeted allied unit, they become the new target. This talent cannot be used against a retaliation or against terrain effects.

INITIATIVE

After the choice of the target of a range 0 normal attack, if the target is this unit, they can retaliate *before* the original attack is resolved.

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

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

LEADER

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

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

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

MIGHTY THROW

After having rolled the dice to resolve the first assault of a normal or area attack and before discarding the dice with blank results, this unit can throw the target unit 1 area. This area must not be full and must be a terrain type which allows the target to enter. In addition, the target can only cross boundaries which allow movement through it. The targeted unit drops any claimed divine stones before being thrown.

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

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

MOBILITY

This unit can walk even after having carried out an attack.

MONSTER SLAYER

After having rolled the dice to resolve the first assault of a normal or area attack and before discarding the dice with blank results, if the target is a monster unit, this unit can reroll up to 2 dice. The attack is then resolved as normal.

PHALANX

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

SNEAK ATTACK

During the calculation of the effective offence value of a range 0 normal attack, if an allied unit is in the same area, the unit with this talent gains **+1 offence** until the end of their current activation.

TORMENT

During the calculation of the effective defence value of a range 0 normal attack carried out by this unit, the targeted unit suffers **-1 defence** until the end of the attack.

TALENTS

Using a talent is optional and at the player's discretion. A unit affected by the effect of a talent is the target of the talent. Multiple talents of the same name cannot target the same unit.

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