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Game: **MYTHIC BATTLES**

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

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MYTHIC BATTLES

SETUP

Each **general** (player) chooses a **faction** and recruits up to **100 recruitment points** worth of units from that faction or neutral units. You must spend at least 95 points; if you don't spend all of his 100 points, you get 2 **power points** at the start of the game for each unspent recruitment point.

You can recruit a minimum of 5 units and a maximum of 10 units. You cannot recruit multiple units with the same name, the same affiliation, and the same illustration. A **legendary** unit can only be recruited once.

Take the **Unit cards**, **Maneuver cards**, and **token** for each unit.

Each general rolls a die and the higher roller begins the game (reroll ties) and places 4 boards of his choice to create the **battlefield**. His opponent then designates the **deployment zone** for each army: these are the two rows of the battlefield closest to each player and facing each other.

Create your unit stacks in front of you by stacking the cards for a given unit (same name, same affiliation, same illustration) faceup in decreasing order of **vitality**.

Create a common reserve of **power points** (PPs) off the battlefield. Power points gained, and used, during the game are taken from, and returned to, this reserve.

In turn, beginning with the player who won the die roll, each general places a unit token in his deployment zone, until all unit tokens have been placed on the battlefield. Tokens must be oriented towards their General at all times.

Each general creates a facedown deck with the **Maneuver cards** of their recruited units and **10 Art of War cards**. Once the game has begun, players may no longer add new Art of War cards to their decks. Shuffle your deck and draw **7 cards**.

CHARACTERISTICS



Vitality: the amount of damage the unit can suffer before being destroyed.



Movement: the number of spaces the unit can move during an activation. **Combat maneuver** = use central number, otherwise use the number on the right.



Close Combat Attack (CC): the number of dice used when rolling close combat attacks.



Ranged Attack: the number of dice used when rolling ranged attacks. The number underneath is the **range**.



Defense: the difficulty of Attack rolls made against the unit.



Maneuvers: the number of Maneuver cards available to this unit.



Leadership: the number of PPs earned when discarding a Maneuver card.



to the right of a characteristic indicates that the unit gains **+1 for its next maneuver or action if you pay 1 PP** (once per maneuver or action).



Ground unit



Flying unit.

GAME TURN

A general's game turn is split into 3 **phases**:

1 Draw 3 cards from your deck.

If there are fewer than 3 cards remaining in your deck at the start of your turn, simply draw all the remaining cards.

2 Place any Art of War cards you draw faceup in front of you, and keep any Maneuver cards in your hand.

3 Activate 1 or more of your units.

You must activate at least 1 unit per turn (unless you don't have any Maneuver cards in your hand).

Discarded Maneuver cards are kept in front of you until the end of the turn, in order to avoid a given unit being activated or counterattacking multiple times during a single turn.

Your turn ends when you are done activating units.

Once per turn, after having activated your units, you can place 3 Maneuver cards from your hand to the bottom of your draw deck, and then draw 2 new cards to your hand.

Maneuver cards played this turn then go to your discard pile.

You may check the cards in your discard pile at any time. If you look to find a card in your draw deck, you must reshuffle the deck afterwards.

At the end of the turn, ensure that your hand of Maneuver cards does not exceed 7 cards. Otherwise, discard to a maximum of 7 cards. **Each discarded card earns you PPs equal to the Leadership value of the unit.**

When at the end of a turn *both* generals have exhausted their draw pile, each general shuffles his discard pile and makes a new deck. Then turns resume normally, starting with the general who had emptied his deck first.

Before reshuffling their decks, each player may, if he wishes, discard some or all of the Maneuver cards in hand and the Art of War cards in front of him to earn PPs. Put all discarded cards into their discards and then reshuffle their decks normally.

Maneuver Cards

Maneuver cards are used to activate units and perform counterattacks.

You may at any time convert as many Maneuver cards as you wish into PPs by discarding them. **A discarded Maneuver card gives a number of PPs equal to the Leadership value of the unit.**

If you discard a Maneuver card belonging to a destroyed unit, the card only earns you 1 PP.

Art of War Cards

Art of War cards are used to perform special actions.

You may at any time convert as many Art of War cards as you want into PPs by discarding them. **A discarded Art of War card is worth 2 PPs.**

You may at any time discard an Art of War card to look for a card of your choice in your deck.

ACTIVATING UNITS

Units types are: **infantry**, **cavalry**, **pack**, **horde**, and **colossal**.

To activate a unit, you must discard a corresponding Maneuver card from your hand.

A unit activated during your turn may **perform a movement** then **attack a unit**. The unit may instead do nothing and pass the turn (you get no PP for discarding the Maneuver card).

You can also perform actions in your opponent's turn.

Activating Multiple Units

When the first activated unit has finished its maneuvers, you can decide to activate another unit by discarding an Art of War card. The standard activation rules apply and you must discard a Maneuver card corresponding to the unit.

You may repeat this process as many times as desired, but you may not activate the same unit twice in a given turn.

MOVEMENT

A unit can move in any direction, orthogonally or diagonally, a number of spaces less than or equal to its Movement value. It must end its movement on a free space, even if it doesn't use all of its movement. Movement must take place before any attack.

Ground units are subject to terrain effects and cannot cross through or stop on a space occupied by another unit, either ground or flying.

Flying units ignore terrain effects and may cross a space occupied by a ground unit, but cannot cross a space occupied by a flying unit or stop on a space occupied by another unit.

Two units are **adjacent** to one another if they are on 2 spaces next to each other, including diagonally.

ATTACKING

A unit can perform only a single attack during its activation. The player announcing an attack is the **attacker**, and the player whose unit is attacked the **defender**.

1 The attacker designates the unit with which he is attacking, and the unit he wishes to attack.

2 The attacker announces if he will perform a **close combat** attack (CC) or a **ranged** attack.

3 The defender announces if he wishes to act.

4 The attacker announces if he will use one or more **talent(s)** of their unit, then the defender does the same. These announcements must be made before any die roll.

5 The attacker determines the attack's **difficulty**. This is equal to the target's **Defense** value.

6 The attacker makes his **attack roll** and determines the number of **successes** obtained.

7 The defender's unit suffers a number of **wounds** equal to the number of successes obtained by the attacker during the attack roll.

An attacking unit must be adjacent to its target to perform a CC attack.

To perform a ranged attack, the attacking unit must have a **ranged attack value** higher than 0. The targeted unit must be within firing range; a number of spaces less than or equal to the **range** of the ranged attack. The attacking unit cannot be adjacent to an enemy unit.

The trajectory between the shooter and its target must be in an uninterrupted straight line. A third unit, a hill, impassable terrain, ruin, or forest in the trajectory is an **obstacle** to the shot. Flying units ignore obstacles – including ground units – for their ranged attacks; only another flying unit is an obstacle when a flying unit makes a ranged attack.

To make an attack roll, roll dice equal to the chosen attack value (CC or ranged).

A die's total value accumulates as it is rerolled. Any die showing 1–4 can be discarded to *turn* another (non-0) die to increase its value by 1. A discarded die is lost; its score isn't added to the total of the roll. There is no limit to the number of dice which can be discarded during the roll.

A result of 5 can be rerolled, with the new result added to the 5. A 5 can be obtained by a natural roll or by discarding other dice.

Any die showing 0 is lost for good, even if it was a reroll of a 5.

Once the 5s have been rerolled, it's once again possible to discard dice, including those not used during previous rolls.

You may continue this cycle of rerolling 5s to keep accumulating their values for as long as you have 5s to reroll.

Each final result equal to or higher than the defender's Defense value is a success.

Wounds

For each success obtained by the attacker, the defender suffers a **wound**. For each wound suffered, the defender removes a card from the top of the stack representing the attacked unit, and places it facedown on the bottom of the same stack.

Each card shows the unit at a different Vitality value, and its characteristics and talents vary depending on its Vitality.

A unit is **destroyed** when all cards which compose its stack are facedown. The token of the destroyed unit is immediately removed from the battlefield and placed on the corresponding unit stack.

ACTIONS IN YOUR OPPONENT'S TURN

During your opponent's turn, you can react to enemy maneuvers:

Counterattacking the Attacking Unit

A unit attacked by a CC attack may choose to **counterattack**.

This is resolved as an attack starting from step 4. You must discard a Maneuver card corresponding to the unit. A unit can counterattack only once per turn.

Attack and counterattack are considered to occur at the same time. The wounds on both sides are applied simultaneously at the end of both attacks.

Defending an Attacked Unit

A unit can substitute itself as the target of an attack towards another unit.

The 2 units must be adjacent, and the defending unit's general must spend 2 PPs. Only terrain effects which are applied to the Defense of the original targeted unit are applied. A ground unit cannot defend a flying unit.

A defending unit can also counterattack. To do so, its general must activate it.

Harass an Enemy Unit

A unit can prevent an enemy unit from moving during its activation. A harassment action must be announced as soon as the unit it targets is activated.

The 2 units must be adjacent, and the harassing unit's general must spend 2 PPs. The harassing unit must have a higher CC attack value (disregarding any ☺) than the target. A ground unit cannot harass a flying unit.

TALENTS

To use unit **talents**, check to see that the usage conditions are fulfilled and pay the cost in PPs (left side of the unit card). Unless otherwise specified, if a talent modifies the resolution of an action or of a maneuver, the use of that talent must be announced before the resolution of that maneuver.

Unless otherwise specified, a talent can only be used once for as long as its effects are applied.

Spending PPs to increase a characteristic with a ☺ is considered the use of a talent. This effect lasts until the end of the next maneuver or action.

TERRAIN EFFECTS



Hill

A ground unit gains +1 in CC attack and ranged attack against all units not on a hill.

It suffers -1 to defense against flying units and against ranged attacks (non-cumulative).

Hills are an **obstacle** to ranged attacks.



Forest

A ground unit gains +1 defense against flying units and against ranged attacks (non-cumulative).

Forests are an **obstacle** to ranged attacks.

If a ground unit passes through a forest space, the rest of its movement immediately suffers a -1 penalty.



Ruins

A ground unit gains +1 defense against ranged attacks.

Ruins are an **obstacle** to ranged attacks.



Impassable Terrain

A ground unit cannot pass through or stop on this space.

Impassable terrain is an **obstacle** to ranged attacks.



Crevasse

A ground unit cannot pass through or stop on this space.

Crevasse are **not an obstacle** to ranged attacks.



Fortification

A ground unit gains +1 to ranged attack; +2 defense against ground units; and +1 range by spending 1 PP.

A ground unit can only enter this space if it is adjacent to the space when activated. When a ground unit moves from a space other than a fortification onto a fortification space, its move ends immediately.



Aquatic

A ground unit suffers -1 to attack and defense in an aquatic space.

When a ground unit enters an aquatic space it must stop its movement. It may move normally next time it activates (unless it enters another aquatic space).

WINNING THE GAME

A battle ends as soon as a general only has 3 units left on the battlefield. That general is defeated and his opponent wins the battle.

VARIANTS

4 Player Battle

Players form 2 teams of 2 players each. Each player chooses a faction (players in the same team can choose different factions).

Each general has 60 points to recruit his units, and may recruit any unit from his faction. Two generals from the same team cannot recruit an identical unit (same name, same illustration, and same affiliation).

Each player must spend at least 55 recruitment points, and gets 2 PPs at the start of the game for each unspent recruitment point.

The team that begins the game sets up 6 boards in a rectangle as the battlefield. The other team determines the deployment zones.

For the deployment and the order of the players' turn, the order is the following: team 1, player 1 – team 2, player 1 – team 1, player 2 – team 2, player 2.

Draw decks are only reshuffled when the decks of all 4 players are empty.

The generals of a team each play the units they've recruited, and cannot trade units, or reveal the contents of their hand, or benefit from the talents of units they have not recruited.

The team who reduces the 2 enemy armies to a total of 3 units wins the battle.

Deck Building

You can create your army by recruiting any unit, regardless of the factions. All other restrictions still apply.

This variant can only be played if the two generals agree on its use. The opposing armies cannot contain an identical unit (same name, same affiliation, same illustration).

This variant can be used during a 4 player battle.

LIST OF TALENTS

Arachnean Sentinel Identical to *Sentinel*, but can only be used to defend *Arachne*.

Arching Shot When making a ranged attack, allied units are not treated as obstacles to the ranged attack.

Ardent Wrath Can only be activated if *Minos* destroys a unit as a result of an attack or a counterattack. You may add 1 of Minos's Maneuver cards from your discard pile, or one you've played during the current turn, to your hand.

Assault Support Can only be used before activating units. Choose up to 2 cards in your draw pile. You can then activate the unit using the *Assault Support* talent, followed by another unit.

You only discard the Maneuver cards of the units activated this way. No Art of War card is required. No other unit can be activated this turn. If the 2 units thus activated attack during the turn, they are must attack the same enemy unit.

Aura of Strength Can be used at any time before a die roll and lasts until the end of the turn. Reroll 1 die of your choice during an attack or a counterattack. This effect also applies to allied units adjacent to the unit using this talent.

Beastly Attack Can be used only after a CC attack. The unit makes an extra CC attack on the target of its first attack, with the number of dice indicated. The target cannot counterattack.

Cerberus' Bite During a CC attack, choose 1 unit adjacent to *Cerberus*. Perform up to 3 separate attacks, one on each of the following: the target of the original attack, and up to 2 other enemy units that are adjacent to both *Cerberus* and the original target. The number of dice rolled for each attack is indicated. Units attacked this way cannot counterattack.

Child of Arachne Can be used at any time, but only if the *Spawn of Arachne* is adjacent to *Arachne*. *Arachne* gains +1 to CC attack and defense.

Coordinated Assault Can only be used before activating units. Choose up to 4 cards of your choice in your draw deck. You then can activate the unit using the *Coordinated Assault* talent, as well as up to 3 other units in succession.

You only discard the Maneuver cards of the units activated this way. No Art of War card is required. You cannot activate any other units this turn.

Endurance This talent must be used during the wound resolution of combat, and it can be used multiple times during each wound resolution. The unit can cancel 1 wound it receives.

Evasion This talent can be used when the unit is the target of a CC attack from a ground unit, and can be used multiple times per turn. The attack is considered to have never taken place. The Maneuver card of the attacker is still discarded, however. This talent's use must be announced right after the declaration of the attack and before the attacker declares the use of talents.

Explosive Shells If the unit makes a ranged attack against a ground unit, the difficulty to hit is reduced by 1.

Force of Impact Can only be used during a ranged attack after rolling the dice. If the final result of a die exceeds the target's defense by at least 2, the attacking unit inflicts 1 point of additional damage (only).

Hydra Bite Must be used during activation of the *Hydra of Lerna* while it is making a CC attack (after a possible movement maneuver). All enemy ground units adjacent to the Hydra suffer an attack with the number of dice indicated. The units attacked this way cannot counterattack.

Infantry Drill This talent can only be used before activating units. Choose up to 3 cards of your choice in your draw deck. You can then activate the unit using the *Infantry Drill* talent, as well as up to 2 infantry units adjacent to that unit.

You only discard the Maneuver cards for the units activated this way. No Art of War card is required. No other unit can be activated this turn.

Infernal Blaze Can only be used during the unit's activation. All ground units (including allied units) adjacent to *Minos* suffer an attack with the number of dice indicated. Units attacked this way cannot counterattack. This talent can be used before or after any movement maneuver or attack.

Infernal Bombardment This talent must be used before the unit's Movement phase. The unit cannot attack this turn. All enemy units flown over by this unit during its movement suffer an attack with the number of dice indicated. The attacked units cannot counterattack.

Initiative During an attack or counterattack, this unit rolls the dice first and inflicts its damage to the enemy unit (it immediately loses the Unit cards due to damage inflicted).

If the attacked unit survives, it then has its turn to roll the dice, taking into account the new characteristics (if it is making an attack or counterattack). If 2 units use this talent in a fight, it has no effect.

Judgment of Souls If the unit destroys another unit, immediately take 2 PPs from the reserve.

Leader This talent allows you to spend PPs instead of Art of War cards to activate multiple units on a given turn. 1 PP = 1 Art of War card.

Mobility The unit can move after having attacked, as long as it hasn't moved before attacking.

Override During a CC attack, the difficulty to hit is reduced by 1 if the Vitality of the attacker is greater than or equal to that of the defender.

Parry This talent can only be used by a unit making an attack or a counterattack, during wound resolution. 1 wound caused to the attacker and to the defender is canceled.

Rage of the Lion When this talent is used, the *Nemean Lion* has the characteristics on his Vitality 7 unit card.

Regeneration The unit can only use this talent at the end of its activation (after it has completed all its maneuvers). The unit immediately recovers 1 level of Vitality (return the next-higher Vitality card to the top of its stack). This talent can only be used once per activation.

Reinforcement This talent can only be used when the 2 generals are reshuffling their draw decks. The unit using this talent recovers 1 Vitality level (return the next-higher Vitality card to the top of its stack).

This talent can be used multiple times in succession as the draw decks are reshuffled.

Retreat When a unit with this talent is attacked, it moves back 1 space and cancels 1 wound it should suffer. The unit cannot counterattack on the same turn.

If the unit cannot move back a space, this talent cannot be used.

Riposte The unit can make a counterattack with the number of dice indicated, without discarding the Maneuver card. The other conditions of the counterattack remain unchanged. The unit can use this talent once against each CC attack made against it (PPs must be spent each time).

Scout The unit can ignore movement penalties during its next movement.

Sentence of Athena Can only be used immediately upon activating the *Matriarchs*, as long as they are not engaged with the enemy. It allows the *Matriarchs* or a unit of *Sisters of Athena* adjacent to them to perform, during their activation, some or all of the following maneuvers, in the given order: 1 Ranged attack; 2 Movement; 3 CC attack.

This talent can be used multiple times during a turn on different units by paying the cost in PP each time.

Sentry The unit can defend another unit without spending PPs, other than those required to use this talent.

Skilled Melee This talent must be played after having rolled the dice when the unit with this talent has made a CC attack. Reroll a die on which the result was 0. This talent can be used once per attack.

Skilled Shot This talent must be played after having rolled the dice when the unit with this talent has made a ranged attack. Reroll a die on which the result was 0. This talent can be used once per attack.

Skilled Warrior The use of this talent must be announced before the unit performs a CC or ranged attack. After rolling the dice, you can reroll 1 die showing a result of 0. This talent can only be used once per attack.

Sneak Attack Can only be used during a CC attack on a unit engaged by the enemy. The unit using the talent gains +1 to CC attack, and the target suffers -1 to defense.

Spread Shot When making a ranged attack, the unit may attack 2 enemy ground units adjacent to each other, and within range. Treat each as a separate ranged attack.

Track The unit can harass an enemy unit without having to spend PPs (other than those required for the use of this talent).

Unholy Strength During a CC attack, the unit gains an extra die.

Web of Arachne Must be activated each time *Arachne* performs a ranged attack. See the rulebook.

MYTHIC BATTLES

GAME TURN

- Draw 3 cards from your deck.**
If there are fewer than 3 cards remaining in your deck at the start of your turn, simply draw all the remaining cards.
- Place any Art of War cards you draw faceup in front of you, and keep any Maneuver cards in your hand.**
- Activate 1 or more of your units (perform a movement then attack a unit).** You must activate at least 1 unit per turn (unless you don't have any Maneuver cards in your hand).

Your turn ends when you announce that you are done activating.

Once per turn, after having activated your units, you can place 3 Maneuver cards from your hand to the bottom of your draw deck, and then draw 2 new cards to your hand.

You may at any time discard Maneuver cards in your hand and the Art of War cards in front of you to earn PPs.

Discarded Maneuver card = PPs equal to unit's Leadership.
If the card belongs to a destroyed unit, it earns only 1 PP.

Discarded Art of War card = 2 PPs.

You may at any time discard an Art of War card to look for a card of your choice in your deck.

When *both* generals have exhausted their draw pile, each general shuffles his discard pile into a new deck. Turns resume, starting with the general who emptied his deck first.

TERRAIN EFFECTS

All terrain features except crevasses, fortifications and aquatic spaces are **obstacles** to ranged attacks. **Terrain only affects ground units.**



Hill

+1 in CC attack and ranged attack vs all units not on a hill. -1 defense vs flying units and vs ranged attacks (non-cumulative).



Forest

+1 defense vs flying units and vs ranged attacks (non-cumulative).

If a unit passes through a forest space, the rest of its movement suffers a -1 penalty.



Ruins

+1 defense vs ranged attacks.



Impassable Terrain

Units cannot pass through or stop on this space.



Crevasse

Units cannot pass through or stop on this space.



Fortifications

+1 to ranged attack; +2 defense vs ground units; and +1 range by spending 1 PP.

Units can only enter this space if adjacent to it when activated. When moving from a non-fortification space onto a fortification, the unit's move ends immediately.






Aquatic

-1 to attack and defense.

Units entering this space must stop moving. They may move normally next activation.

ATTACKING

A unit can perform only a single attack during its activation.

- Attacker designates the attacking unit and the target unit.
- Attacker announces **close combat**  or **ranged**  attack.
- Defender announces if he wishes to act.
- Attacker announces if he will use one or more unit **talent(s)**, then the defender does the same.
- Attacker determines the attack's **difficulty** (equal to the target's **Defense value** ).
- Attacker makes **attack roll** (dice equal to the CC or ranged **attack value**) and determines **successes**.
- Defender suffers **wounds** equal to the number of successes.

CC attack: attacking unit must be adjacent to its target.

Ranged attack: attacking unit must have a **ranged attack value** higher than 0 and the target must be within firing range. The attacker cannot be adjacent to an enemy unit.

There must be an uninterrupted straight line between the shooter and its target. A third unit, a hill, impassable terrain, ruin, or forest in the trajectory is an **obstacle** to the shot. Only another flying unit is an obstacle for a flying unit ranged attack.

Attack Roll

A die's total value accumulates as it is rerolled. Any die showing 1-4 can be discarded to *turn* another (non-0) die to increase its value by 1. A discarded die is lost; its score isn't added to the total of the roll.

A result of 5 can be rerolled, with the new result added to the 5. Any die showing 0 is lost, even if it was a reroll of a 5.

Once the 5s have been rerolled, it's once again possible to discard dice, including those not used during previous rolls. You may continue this cycle of rerolling 5s to keep accumulating their values for as long as you have 5s to reroll.

Each final result equal to or higher than the defender's Defense value is a success.

Wounds

For each **wound**, moves the top card of the unit's stack facedown to the bottom of the stack. A unit is **destroyed** when all cards in its stack are facedown.

ACTIONS IN YOUR OPPONENT'S TURN

During your opponent's turn, you can react to enemy maneuvers:


Counterattacking the Attacking Unit An unit attacked by a CC attack may **counterattack**. Resolve as an attack starting from step 4; attack and counterattack occurs at the same time. You must discard a corresponding Maneuver card.

A unit can counterattack only once per turn. Wounds are applied simultaneously at the end of both attacks.

Defending an Attacked Unit A unit can substitute itself as the target of an attack towards another unit. The 2 units must be adjacent, and the defending unit must spend 2 PPs.

Only terrain effects which are applied to the defense of the original targeted unit are applied. A ground unit cannot defend a flying unit. A defending unit can also counterattack (it must be activated).

Harass an Enemy Unit A unit can prevent an enemy unit from moving during its activation. The 2 units must be adjacent, and the general of the harassing unit must spend 2PPs.

The harassing unit must have a higher CC attack value (disregarding any ) than the target. A ground unit cannot harass a flying unit.

MYTHIC BATTLES

GAME TURN

- Draw 3 cards from your deck.**
If there are fewer than 3 cards remaining in your deck at the start of your turn, simply draw all the remaining cards.
- Place any Art of War cards you draw faceup in front of you, and keep any Maneuver cards in your hand.**
- Activate 1 or more of your units (perform a movement then attack a unit).** You must activate at least 1 unit per turn (unless you don't have any Maneuver cards in your hand).

Your turn ends when you announce that you are done activating.

Once per turn, after having activated your units, you can place 3 Maneuver cards from your hand to the bottom of your draw deck, and then draw 2 new cards to your hand.

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+1 in CC attack and ranged attack vs all units not on a hill. -1 defense vs flying units and vs ranged attacks (non-cumulative).



Forest

+1 defense vs flying units and vs ranged attacks (non-cumulative).

If a unit passes through a forest space, the rest of its movement suffers a -1 penalty.



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+1 defense vs ranged attacks.



Impassable Terrain

Units cannot pass through or stop on this space.



Crevasse

Units cannot pass through or stop on this space.



Fortifications

+1 to ranged attack; +2 defense vs ground units; and +1 range by spending 1 PP.

Units can only enter this space if adjacent to it when activated. When moving from a non-fortification space onto a fortification, the unit's move ends immediately.






Aquatic

-1 to attack and defense.

Units entering this space must stop moving. They may move normally next activation.

ATTACKING

A unit can perform only a single attack during its activation.

- Attacker designates the attacking unit and the target unit.
- Attacker announces **close combat**  or **ranged**  attack.
- Defender announces if he wishes to act.
- Attacker announces if he will use one or more unit **talent(s)**, then the defender does the same.
- Attacker determines the attack's **difficulty** (equal to the target's **Defense value** ).
- Attacker makes **attack roll** (dice equal to the CC or ranged **attack value**) and determines **successes**.
- Defender suffers **wounds** equal to the number of successes.

CC attack: attacking unit must be adjacent to its target.

Ranged attack: attacking unit must have a **ranged attack value** higher than 0 and the target must be within firing range. The attacker cannot be adjacent to an enemy unit.

There must be an uninterrupted straight line between the shooter and its target. A third unit, a hill, impassable terrain, ruin, or forest in the trajectory is an **obstacle** to the shot. Only another flying unit is an obstacle for a flying unit ranged attack.

Attack Roll

A die's total value accumulates as it is rerolled. Any die showing 1-4 can be discarded to *turn* another (non-0) die to increase its value by 1. A discarded die is lost; its score isn't added to the total of the roll.

A result of 5 can be rerolled, with the new result added to the 5. Any die showing 0 is lost, even if it was a reroll of a 5.

Once the 5s have been rerolled, it's once again possible to discard dice, including those not used during previous rolls. You may continue this cycle of rerolling 5s to keep accumulating their values for as long as you have 5s to reroll.

Each final result equal to or higher than the defender's Defense value is a success.

Wounds

For each **wound**, moves the top card of the unit's stack facedown to the bottom of the stack. A unit is **destroyed** when all cards in its stack are facedown.

ACTIONS IN YOUR OPPONENT'S TURN

During your opponent's turn, you can react to enemy maneuvers:


Counterattacking the Attacking Unit An unit attacked by a CC attack may **counterattack**. Resolve as an attack starting from step 4; attack and counterattack occurs at the same time. You must discard a corresponding Maneuver card.

A unit can counterattack only once per turn. Wounds are applied simultaneously at the end of both attacks.

Defending an Attacked Unit A unit can substitute itself as the target of an attack towards another unit. The 2 units must be adjacent, and the defending unit must spend 2 PPs.

Only terrain effects which are applied to the defense of the original targeted unit are applied. A ground unit cannot defend a flying unit. A defending unit can also counterattack (it must be activated).

Harass an Enemy Unit A unit can prevent an enemy unit from moving during its activation. The 2 units must be adjacent, and the general of the harassing unit must spend 2PPs.

The harassing unit must have a higher CC attack value (disregarding any ) than the target. A ground unit cannot harass a flying unit.

TALENTS

Arachnean Sentinel Identical to *Sentinel*, but can only be used to defend *Arachne*.

Arching Shot When making a ranged attack, allied units are not treated as obstacles.

Ardent Wrath Can use only if *Minos* destroys a unit with an attack or a counterattack. Add 1 of *Minos*'s Maneuver cards from your discard pile, or one played this turn, to your hand.

Assault Support Can use only before activating units. Choose up to 2 cards in your draw pile. Then activate the unit using this talent, followed by another unit (only discard the Maneuver cards of the units activated; no Art of War card is required). No other unit can be activated this turn. If the 2 units attack, they must attack the same enemy unit.

Aura of Strength Can be used any time before a die roll and lasts until the end of the turn. Reroll 1 die of your choice during an attack or a counterattack. This effect also applies to allied units adjacent to the unit using this talent.

Beastly Attack Can be used only after a CC attack. The unit makes an extra CC attack on the target of its first attack, with the dice indicated. The target cannot counterattack.

Cerberus' Bite During a CC attack, choose 1 unit adjacent to *Cerberus*. Perform up to 3 separate attacks, one on the target of the original attack, and on up to 2 other enemy units adjacent to *Cerberus* and the original target. Roll the number of dice indicated. The units attacked cannot counterattack.

Child of Arachne Can be used any time, but only if the *Spawn of Arachne* is adjacent to *Arachne*. *Arachne* gains +1 to CC attack and defense.

Coordinated Assault Can only be used before activating units. Choose up to 4 cards in your draw deck. You can then activate the unit using this talent, as well as up to 3 other units in succession. Only discard the Maneuver cards of the units activated this way; no Art of War card is required. You cannot activate any other units this turn.

Endurance Must be used during the wound resolution of combat and can be used multiple times. The unit can cancel 1 wound it receives.

Evasion Can be used when the unit is the target of a CC attack from a ground unit. The attack is considered to have never taken place, though the attacker's Maneuver card is still discarded. The use of this talent must be announced right after the declaration of the attack and before the attacker declares the use of talents. Can be used multiple times per turn.

Explosive Shells If the unit makes a ranged attack against a ground unit, the difficulty to hit is reduced by 1.

Force of Impact Can only be used during a ranged attack after rolling the dice. If the final result of a die exceeds the target's defense by at least 2, the attacking unit inflicts 1 point of additional damage (only).

Hydra Bite Must be used during activation of the *Hydra of Lerna* while it is making a CC attack. All enemy ground units adjacent to the Hydra suffer an attack with the dice indicated. The attacked units cannot counterattack.

Infantry Drill Can only be used before activating units. Choose up to 3 cards in your draw deck. You can then activate the unit using this talent, as well as up to 2 infantry units adjacent to it. Only discard the Maneuver cards for the units activated this way; no Art of War card is required. You cannot activate any other units this turn.

Infernal Blaze Can only be used during the unit's activation. All ground units (including allies) adjacent to *Minos* suffer an attack with the dice indicated. They cannot counterattack. Can be used before or after any movement maneuver or attack.

Infernal Bombardment Must be used before the unit's Movement phase. The unit cannot attack this turn. All enemy units down over by this unit suffer an attack with the dice indicated; they cannot counterattack.

Initiative During an attack or counterattack, roll dice first and inflict damage to the enemy unit (it immediately loses the Unit cards due to damage inflicted). If the attacked unit survives, it then has its turn (if it is making an attack or counterattack). If 2 units use this talent in a fight, it has no effect.

Judgment of Souls If the unit destroys another unit, immediately take 2 PPs from the reserve.

Leader Allows you to spend PPs instead of Art of War cards to activate multiple units in a turn. 1 PP = 1 Art of War card.

Mobility The unit can move after having attacked, as long as it hasn't moved before attacking.

Overrun During a CC attack, reduce the difficulty to hit by 1 if the attacker's Vitality is greater than or equal to the defender's.

Parry Can only be used by a unit making an attack or a counterattack, during wound resolution. 1 wound caused to the attacker and to the defender is canceled.

Rage of the Lion When used, the *Nemean Lion* has the characteristics on his Vitality 7 unit card.

Regeneration Can only be used at the end of the unit's activation (after it has completed all its maneuvers), and only once per activation. Immediately recover 1 level of Vitality.

Reinforcement Can only be used when the 2 generals are reshuffling their draw decks, and can be used multiple times in succession. The unit recovers 1 Vitality level.

Retreat When attacked, move back 1 space and cancel 1 wound suffered, but no counterattack that turn. If the unit cannot move back a space, this talent cannot be used.

Riposte The unit can counterattack with the dice indicated, without discarding the Maneuver card. Can be used once against each CC attack against it (spend PPs each time).

Scout Ignore movement penalties during next movement.

Sentence of Athena Use when activating the *Matriarchs* if they are not engaged with the enemy. They or a unit of *Sisters of Athena* adjacent to them may perform some or all of these maneuvers, in this order: 1 Ranged attack; 2 Movement; 3 CC attack. Can be used multiple times during a turn on different units by paying the cost in PP each time.

Sentry Can defend another unit without spending PPs (other than those required to use this talent).

Skilled Melee Must be played after rolling the dice when the unit has made a CC attack, and once per attack. Reroll a die on which the result was 0.

Skilled Shot Must be played after rolling the dice when the unit has made a ranged attack, and once per attack. Reroll a die on which the result was 0.

Skilled Warrior Must be announced before performing a CC or ranged attack, and once per attack. After rolling the dice, reroll 1 die showing a result of 0.

Sneak Attack Can only be used during a CC attack on a unit engaged by the enemy. The unit gains +1 to CC attack, and the target suffers –1 to defense.

Spread Shot When making a ranged attack, may attack 2 enemy ground units adjacent to each other, within range.

Track Can harass an enemy unit without having to spend PPs (other than those required to use this talent).

Unholy Strength During a CC attack, gain an extra die.

Web of Arachne Must be activated each time *Arachne* performs a ranged attack. See the rulebook.

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