FAQ updated: 27/03/18

**Does the player get a starting Combat Card?**
Yes.

**Setup says to place 6 temples. Can you clarify how these temples are placed?**
During the game you will only have 6 Temples to be built. You put them on the “Temple track” section of the board and during play, when building a Temple, you will remove them from the Temple Track and place them in the Regions, just like in a multiplayer game. You will have two Shrine left over after building those 6 Temples.

**Do Artifacts recharge at the beginning of Act II?**
Yes, they do.

**When does population attitude get worse? I don’t get the exact sense of “monster terrorizes region and Persian interference…”**
It gets worse as a result of certain events or when you roll a “No Action” symbol during the Monster Phase.

**When the population attitude in a certain land goes down to neutral and below, does the player switch the blue control tokens in that land from blue to yellow and then switch them back to blue when the land becomes loyal?**
No, only Spies will require you to change color of your Control tokens from blue to yellow. To change Control tokens from yellow to blue you will have to get a Glory token, and then do something (slaying a Monster/completing a Quest) that would award the same Glory token a second time.

**Are the priests locked to the monuments to which they are sent? Or can the pray regular action be used to send them to a different monument or to get the bonus again from the same monument?**
Yes, the priests stay where they are. During ACT 2 preparation, you will remove them. Think of them as they are used in a multiplayer game, so once played (using Prayer) they stay at the Monument (and are not removed with Pass action). Neither does Pass action grant you new Priests, so you’re essentially limited to those you can get through building Temples.

**Can I recruit (special action) in all of my cities plus Sparta (if I control it of course)?**
Yes. Color of Hoplites will be the same as the color of Control token in their respective Region.