To make this manual as easy as possible to use during the game, we have coded it in a few different ways. Before reading, please take a look, so learning the rules will be a seamless experience!

COMPONENTS COLOR CODING

Lords of Hellas is a very deep game with more than one aspect to it. To make it easier, we sorted these aspects into 4 different areas and connected game components (cards, tokens, trays) to colors. Each color represent different aspect of the game:

Blue - everything connected with Hoplites and Combat between them. Represents the territory control aspect of the game. It is also the color of Athena and the Leadership Attribute connected with her.

Red - everything connected with Monsters and Hunting them. Represents the adventure/monster hunting aspect of the game. It is also the color of Zeus and the Strength Attribute connected with him.

Yellow - everything connected with movement and control over Regions. Represents the movement of Heroes and troops. It is also the color of Hermes and the Speed Attribute connected with him.

Green - everything connected with solo game version of the game (see more at Solo Manual – Persian invasion).

This is the symbol that marks cards that are used in solo mode from following decks: Artifacts, Blessings and Combat Cards. It is also present on the back of Used Action Tokens. Ignore those symbol in competitive mode.

GAME TERMS AND SYMBOLS

Reading through the instructions and game components you will see words that are in bold – this means that this word is a game term, component or keyword. Most important ones are listed in the glossary on the back of the manual.

Game terms always have a mechanical meaning, and whenever you are confused about them, you can very easily find an explanation on the back of this manual and find all the places that they are used.

Some game terms have symbols connected with them. They are an intuitive representation of a certain game term that is used on components.

We hope that you have a lot of fun with Lords of Hellas. While at first it might seem like a lot to take in, we are certain that after two games you will feel like a true Greek hero!
With the fall of the Mycenaean Empire, the age-old might and culture of ancient Greece collapsed, and Hellas was mired in chaos and ruin. This period became a time that no chronicle would document. Amid disarray and death, a handful of chosen ones sought to restore law and order by assuming control over the fallen land. History would remember them as heroes, but the lure of power soon stoked their ambitions. Between the chosen ones, a great war began and its victor would become the sole ruler.

Drawn to the war, mysterious and technologically advanced beings arrived in this world. They offered their support to the heroes, arming them with advanced weaponry of terrible power, and the Greeks soon came to worship them as gods.

Can you survive in this hostile land ravaged by monsters and unending strife? Are you ready to fight and become Lord of Hellas?

In Lords of Hellas you lead a hero to battle. With armies at their command, they must fight rival heroes and slay fearsome monsters as they try to please the new gods.
**MINIATURES**

- **4 HEROES (HERACLES, PERSEUS, ACHILLES, HELEN)**
- **3 FIVE-PIECE MONUMENTS (ZEUS, ATHENA, HERMES)**
- **60 HOPLITES (15 PER PLAYER), 16 PRIESTS (4 PER PLAYER)**
- **7 MONSTERS**
  - MONSTER DIE
- **3 FIVE-PIECE MONUMENTS (ZEUS, ATHENA, HERMES)**

**TOKENS**

- **60 CONTROL TOKENS**
  - (15 PER PLAYER)
- **12 ATTRIBUTE TOKENS**
  - (3 PER PLAYER)
- **9 QUEST TOKENS**
- **8 TEMPLE TOKENS**
  - (WITH PLASTIC STANDS)
- **24 USED ACTION TOKENS**
  - (6 PER PLAYER)
- **5 GLORY TOKENS**
  - (1 PER LAND COLOR)
- **15 MONSTER WOUND TOKENS**
- **1 ORACLE OF DELPHI TOKEN**
  - (WITH PLASTIC STAND)
VICTORY CONDITIONS

In Lords of Hellas, you decide how to play your game. Those who enjoy leading armies and outmaneuvering their opponents can win through conquest. But if being the greatest strategos doesn’t appeal to you, you can also focus on quests and slaying mythical beasts, which brings you glory and powerful artifacts. There’s also something for the builders — erecting enough temples or completing and defending one of three enormous monuments will let you become a paragon of the gods.

The game ends immediately when a player meets one of the following victory conditions:

1. WARLORD OF HELLAS
   Control of 2 Lands (a Land is an area encompassing all the Regions of a single color).
   * In a 3 Player Game, controlling blue Land does not count toward this victory condition.
   * In a 2 Player game, you need to control 3 Lands.

2. FAVORED OF THE GODS
   Control of 5 Regions with Temples.

3. MONSTER SLAYER
   Slay 3 Monsters.

4. KING OF KINGS
   A fourth victory condition will be 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.

   Control of the Region with a fully built Monument 3 turns after the Monument was fully built. A player who builds the final part of a Monument takes the Monument Activation Card and places 3 of his Used Action Tokens on it. From this point, whenever he/she uses a Special Action, he/she takes it from the Monument Activation Card. Once the last token is taken, the player who controls the Region with the first fully built Monument wins. Keep in mind that all of the other victory conditions are still in play, so you may win in any of the other ways!
GAME PREPARATION

Setting out on a journey usually involves some careful preparations. It is no different in Lords of Hellas. Complete the setup below before you immerse yourself in the Dark Age of Greece. What awaits you there? Legendary quests. The secrets of mythology. Tough choices. A horde of intimidating monsters, requiring different weapons and tactics. We hope that even after many games, you will still discover something new.

1. **SET UP THE MAIN BOARD**

2. **PLACE MONUMENT FOUNDATIONS**

   Place the first level of each assigned Monument in its appropriate Region and put its relevant God's Artifact Card underneath. The level of the Monument determines the unlocked God Powers. When a player sends Priests to pray at the Monument, the player uses a Power corresponding to the Monument's current level. Once the Region with the Monument is conquered, the controlling player gains control of the Artifact Card under it.

3. **SHUFFLE DECKS**

   Shuffle the Events Deck (Monster and Quest Cards), Monster Attack Deck, and Combat Cards Deck, then place each of them in their appropriate place on the board.

4. **PREPARE ARTIFACTS**

   Set aside the Artifact Cards assigned to their respective Monsters. Shuffle the remaining Neutral Artifact Cards and place the deck in its appropriate place on the board.

5. **PREPARE BLESSING DECK**

   Shuffle the Blessing Cards from the gods whose Monuments are present in the game into one deck then place these Blessing Cards on the map. (The Core Box has Zeus, Athena, and Hermes, but future expansions will introduce more gods.)

6. **PLACE OTHER COMPONENTS**

   Place the Monster Die, Monster Wound Markers, Glory Tokens, Quest Tokens, and Monster miniatures, Monument Parts, Monument Activation Cards and Monster Trays next to the main board.

7. **PLACE TEMPLES**

   Choose one random Temple Card and put it in its place on the board. Place Temples and Oracles of Delphi stands on this Temple Card. (Place only the first 6 Temples for 3- and 2-player games).

8. **PREPARE STARTING EVENTS**

   Draw 7 cards from the Events Deck and resolve them in the following order:

   a) Place Quest Cards in the Quest Slots and place the Quest Token for each drawn Quest in its appropriate Region. Once the third Quest Card has been placed on the slot, ignore subsequent Quest Cards drawn in the preparation (these still count toward the 7 cards drawn).

   b) After drawing a Monster Card, place its corresponding miniature in the Region indicated by the card, and place the Monster Tray (along with the Artifact assigned to it) next to the main board. If the drawn Monster Card shows a Monster which is already on the board, ignore this card and draw another card instead.

   c) Shuffle all the Event Cards used in preparation back into the Events Deck (not including Quests on the Quest Slots).

EXAMPLE:

1 card – Quest
Put Quest card on Quest Slot and place appropriate Quest Token in Chalkidiki.

2 card – Monster
Put Hydra model in Chalkidiki and add Hydra Monster Tray next to the Map.

3 card – Monster
Put Cerberus model in Epirus and add Cerberus Monster Tray next to the Map.

4 card – Quest
Put Quest card on next Quest Slot and place appropriate Quest Token in Arcadia.

5 card – Quest
Put Quest card on next Quest Slot and place appropriate Quest Token in Macedonia.

6 card – Quest
No more Quest Slots available. Ignore this card, but draw a next one in its place...

7 card – Monster
Hydra is already on the Map. Ignore this card, but draw a next one in its place...

8 card – Monster
Put Minotaur model in Boeotia and add Minotaur Monster Tray next to the Map.
**REGION**
A Region is the smallest named area on the map, and is marked with a Population Strength that determines the number of Hoplites the player needs to take control of the Region.

Use Control Tokens to mark which player controls a Region.

**LAND**
A terrain unit which consists of 3 or 4 Regions of the same color.

**CITY / SPARTA**
In some Regions you will find Cities. They let you Fortify your units (to acquire +1 Army Strength in Battle) and acquire 2 Hoplites during “Recruit” Special Action.
Sparta is a special City placed in Laconia. It grants you a +2 bonus for Fortification (instead of 1), and 4 Hoplites during “Recruit” Special Action (instead of 2).

**SHRINE / ORACLE OF DELPHI**
Some Regions have Shrines. They mark where Temples can be built. The Oracle of Delphi can only be built in Phocis.

**QUESTS AND QUEST SLOTS**
During preparation and the Event Phase, new Quests can appear in different Regions. A player’s Hero will be able to complete them to gain Glory Tokens and specific rewards.

**MONSTERS**
During setup and the Event Phase, Monsters will also appear in different Regions. The presence of Monsters can be dangerous for your Armies and your Hero.
On the other hand, hunting Monsters with your Hero can grant you powerful Artifacts or Priests, and killing Monsters will also reward you with a Glory Token in the local Land.

**TEMPLE CARD**
A Temple Card will define which Temples will trigger Blessing Draft. A Temple Card also defines special reward for building the Oracle of Delphi.

**SEA TRAILS**
Sea Trails mark the connections between Regions by sea. Regions connected with Sea Trails act as if these Regions are adjacent to each other.

**MONUMENTS**
In some Regions there are Monuments to the Gods. By controlling those Regions, your Hero will come into possession of it’s God's Artifact.
There is also one free place for a Monument. This place is not used in the Core Box. However, it will be used in future expansions of Lords of Hellas.

**MAP**
The entire Peloponnesian Peninsula is open for your Hero to explore. You can wander through the green fields of Aetolia and the mountains of Macedonia. You can lose yourself in the sacred groves of Phocis and visit the sprawling palaces of Crete and vast mausoleums of Epirus. Every step of the way, you will meet monsters, quests, artifacts and other heroes, who may or may not be friendly.

What follows is an explanation of everything that is found on the map.
HEROES AND ARMIES

Your choice of hero can greatly affect the style of your game as there are several strong abilities and bonuses to pick from. Some simply make you better at one particular task like the commanding talents of Achilles that make his armies more dangerous. Others open up entire new strategies, like the exceptional mobility of the monster hunter Perseus, who is able to quickly cross the entire map, or the control skill of beautiful Helen, who can stop entire legions in their tracks.

There are four Heroes and Armies to choose from in the Core Box: Helen, Achilles, Heracles and Perseus. Heroes are asymmetric (they have a different starting bonus and special ability).

Starting Bonus: special perk that should be added when placing the Hero on the board.

Special Ability: passive skill of a Hero which works whenever certain conditions are met.

Armies are identical rules-wise and they only differ aesthetically. Players combine their Hero and Army Boards into one.

Heroes can be developed in different directions based on player choices during the game. A player can raise Attributes, gather Blessings and Artifacts.

Every Hero is characterized by three Attributes:

1. LEADERSHIP
   Leadership determines the number of Hoplites a player can move each turn during the Hoplite Movement Regular Action.

2. STRENGTH
   Strength determines how many Combat Cards a player draws at the beginning of a Hunt.

3. SPEED
   Speed determines the number of Regions a Hero can traverse during the Hero Movement Regular Action.

Attributes are also useful for completing Quests. Once raised, an Attribute cannot be lowered except as a result of special instructions (e.g. Monster Attacks).

Each player also has identical Priest Pools and Special Actions on their board.

4. PRIEST POOL
   When a player receives a Priest he/she places him in their Priest Pool. Only Priests that have been placed in the Priest Pool are counted as player property (e.g. for a Quest).

5. SPECIAL ACTIONS
   These instruct what Special Actions a player can perform during their turn. After choosing an action, the player puts a Used Action Token on it which stays there until any player performs the “Build Monument” Special Action. These actions will remain locked while a Used Action Token remains on them.

PICKING HEROES AND STARTING THE GAME

The game immediately throws you into the heat of a conflict that shook all of Hellas. The Dark Age is here: strange new gods descended from the sky, and with them came even stranger beasts. Heroes rose up in different corners of the land, each with his or her own plans, allies and enemies. Before you dive into it, though, you need to complete some final steps.

The following is a break-down of steps to be taken when starting the game. Note: selecting and placing a Hero on the Map is a very important decision!

1. Every player draws a Combat Card from the top of the deck. Combat Cards are kept secret, but the number of cards in a player’s hand is not.
2. Every player takes a Help Tray (with God Powers described).
3. Decide upon a starting player.
4. The starting player chooses a Hero, takes his/her corresponding Hero Board, then chooses an Armies Board, and takes all components of that color (Hoplites, Priest, Control Tokens, and colored ring). The player places the plastic colored ring on his/her Hero’s base, takes 6 Used Action Tokens, then takes 3 Attribute Tokens and places them on Leadership, Strength and Speed Attribute at value 1. Resolve the chosen Hero’s starting bonus.
5. The starting player places the miniature of his/her chosen Hero, along with 2 Hoplites, in one Region. If the Population Strength in that Region is 2 or less, the player places his/her Control Token there. This completes the first player’s setup.
6. Moving counter-clockwise, the next player chooses one of the remaining Heroes and Armies and places them on the board following the same process as above. This player cannot place their Hero and Hoplites in a Region which already contains another Hero.

The last player to choose and place his/her Hero on the board will begin the game. Player Turns proceed clockwise.
When you start your game, you’ll quickly notice how many things are happening on the map at the same time. There will be marching armies, questing heroes, wandering beasts. To make matters even more interesting, the rules of the game make it impossible to reuse the same special action over and over again, so you have to stay flexible and learn to wield many tools. Pick your paths carefully and make every turn count!

Players take **Turns** in clockwise order. Players use their **Regular Actions** and then end their **Turns** with a **Special Action**. The player to their left (clockwise) then takes his/her **Turn**.

**REGULAR ACTIONS**

A player can use any number of **Artifacts** they possess during their **Turn** and move their units (**Hoplites**, **Heroes**, **Priests**).

**Regular Actions** may be performed in any order, but a player can perform a given **Regular Action** only once. (e.g. 2 **Artifacts** can be used at once, but a player cannot use one **Artifact**, move **Hoplites**, and then use another **Artifact**).

**USING ARTIFACTS**

Players may use any number of **Artifacts** in their possession (if they are charged). After being used once, **Artifacts** must be charged. This happens whenever any player plays **“Build Monument” Special Action**.

**USED ARTIFACTS:**

**CHARGED ARTIFACT:**

**PRAYER**

Players can send a **Priest** from their **Priest Pool** (Note: players start without any **Priests** to any chosen **Monument**. After placing the **Priest**, a player should immediately raise related **Hero Attribute** by 1 and use the **God Power** corresponding to its stated level. The **Hero Attribute** increase is permanent.

All **God Powers** are listed on the **Help Tray**.

A **Priest** can take any free spot on the **Monument** and remains there until any of the players performs **“Build Monument” Special Action**. If there are no free spots, a player cannot place a **Priest** to that Monument.

Players can send only 1 **Priest** total in their **Turn**.

**HOPLITE MOVEMENT**

Players can move a maximum number of **Hoplites** to a neighboring **Region** equal to the level of their **Hero Leadership Attribute**.

- **You can move** **Hoplites** from a **Region** to any other neighboring **Region**.
- **No Hoplite** can move twice (you cannot move a single **Hoplite** by 2 or more **Regions**).
- A player can, during their move, **Fortify** a **Hoplite** in each **Region** they 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 of +1/+2 to **Army Strength** if they fight in the **Region** (+1 for a **City** / +2 for **Sparta**). Moving **Hoplites** out of a **City/Sparta** into the **Region** with that **City/Sparta** is treated as movement. **Fortified Hoplites** always die last.
- **Moving Hoplites** into a **Region** with enemy **Hoplites** results in a **Battle** (see **Battle**, p.13).
- **Moving Hoplites** into a **Region** controlled by an enemy, but without **Hoplites**, results in taking control over that **Region**. This is not a **Battle**. You can take over this **Region** without meeting **Population Strength** (you can take control over this **Region** with even 1 **Hoplite**).
- A player should first make all moves with **Hoplites** and then fight any following **Battles** (if they occur). The attacking player decides on the order of **Battles**.
- If any special rule enables a player to move his/her **Hoplites** by more than by 1 **Region**, the player can travel only through **Neutral Regions** or those under his/her control. The player can end the movement in a **Region** controlled by an enemy. During that movement, the player does not take control over **Regions** he/she is moving through.

**HERO MOVEMENT**

A player can move their **Hero** through as many **Regions** as indicated by his/her **Speed Attribute** or over 1 **Quest Step** (if his/her **Hero** is on a **Quest**).

**Heroes** can move and stop in any **Region** without regard to the presence of **Hoplites**, other players’ **Heroes** or **Monsters**.

If a **Hero** ends their movement in a **Region** with a **Quest Token** in it, he/she can immediately move to the **Quest Step** assigned to that **Quest** if they meet the requirements described by its **Quest Card** (see **Quests**, p.14). After entering a **Quest**, a player can move only 1 **Quest Step**, even if his/her **Speed Attribute** is higher.

**Heroes** cannot make any actions in **Regions** they are passing through during movement. They can do it only before or after whole movement.
SPECIAL ACTIONS

Following the completion of their Regular Actions, a player must perform one of the available Special Actions.

Mark a used Special Action with a Used Action Token. That action remains unavailable until the token is removed from it.

RECRUIT

A player can Recruit up to 2 Hoplites in every Region he/she controls with a City in it (or up to 4 Hoplites in Sparta).

If there is room in the City/Sparta, one of the recruited Hoplites may be Recruited already Fortified in City/Sparta.

The maximum number of Hoplites available is 15 per player. When a player has no Hoplites left, he/she cannot put more Hoplites on the Map in any way. A player cannot remove Hoplites from the Map to put them in a different place (e.g., as the result of a Recruit action).

MARCH

A player can move any number of their Hoplites from one Region to a single neighboring Region. Fortified Hoplites cannot be relocated with this action.

Each player can control a maximum of 4 Priests. If a player has 4 Priests in their Priest Pool or at Monuments, they cannot receive additional Priests.

PREPARE

A player can choose any two from these available options (a single option can also be chosen twice):

- Heal a single Injury of your Hero (see Hunt).
- Draw a Combat Card.
- Recruit one Hoplite in the Region in which your Hero is present. A player cannot perform this action if his/her Hero is outside the Map, e.g., on a Quest, or when they are 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 a player possesses a Glory Token which matches the color of the Region where his/her Hero is located, then the player can instantly take control over that Region and can Recruit 1 Hoplite in it (which may be Recruited already Fortified in a City/Sparta).

All enemy Hoplites must withdraw from the Region, but suffer no losses (see more about Casualties and Withdraw, p.13).

BUILD TEMPLE

A player may build a Temple in a Region they control with a Shrine. The player places a Temple stand on the Shrine slot and adds one Priest to his/her Priest Pool.

If a player builds the Oracle of Delphi he/she receives the additional rewards listed on the Temple Card.

If, under the Temple slot, there is red frame with “Draft” keyword, start a Blessing Draft (see Blessing Cards, p.15).

BUILD MONUMENT

A player can Build a level of a Monument. The player chooses the Monument he/she wants to Build and then adds the appropriate element to it.

All Priests are removed from all Monuments and go to their controlling player’s resources (they are not returned to the Priest Pool).

The player using this Special Action (and only that player) receives as many Priests as the number of Temples he/she controls (the Oracle of Delphi counts as a Temple).

HUNT

A player can begin hunting a Monster present in the same Region as their Hero (see Hunt, p.12).

Each player has a maximum of 4 Priests. If a player has 4 Priests in their Priest Pool or at Monuments, they cannot receive additional Priests.

You can move Hoplites who were previously moved in a Regular Action or as a result of abilities or God Powers.

In other regards, apply rules from Hoplite Movement Regular Action.

Using Usurp does not cause a player to lose the Glory Token.

After “Build Monuments” Special Action:

1. All players remove their Used Action Tokens and charge their Artifacts.
2. Proceed with the Monster Phase, and then Event Phase.

“Build Monument” 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 (see King of Kings, p.5).
MONSTER PHASE
The player who performed the “Build Monument” Special Action rolls the Monster Die for every Monster on the Map (in the order of his/her choosing). The Monster Die offers 4 outcomes:

- **Nothing**: Nothing happens. Move on to the next Monster.
- **Region Attack**: 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 his/her choosing.
- **Move or Action**: The player who performed the “Build Monument” Special Action decides whether the Monster performs an Action or Moves (to a neighboring Region of his/her choosing).

If there is any additional decision required (i.e. Chimera Region Attack) active player decides.

After the Monster Phase, proceed with the Event Phase.

EVENT PHASE
The player who performed “Build Monument” Special Action draws the top card from the Events Deck and immediately resolves it.

There are two types of cards in the Events Deck:

- **A] Quest**: A new Quest appears! If there is space on the Quest Slot, place the appropriate Quest Token in the Region indicated on the card and place the Quest Event Card in the free slot on the Quest Slots.
  - If there are already 3 Quests on the Quest Slots, place this card on the discard pile without any effect.

- **B] 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 card that has been drawn. 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 his/her Player Turn.
MONSTERS

A game about ancient Greece simply couldn’t have worked without icons such as Hydra, Medusa, Cyclops or Cerberus. These are not the creatures you know from myths, though. With strange technology and alien energy augmenting their bodies in various ways, they can only be defeated by heroes wielding comparable power. If that wasn’t enough, monster movements and actions are semi-random, turning them into an unpredictable force of terror.

Monsters appear on the Map as the result of Events. They are characterized by being able to withstand from 4 to 7 Wounds of various types (the number of wounds denotes Monster power), their Special Attack, starting place on the Map, and Monster Region Attack during the Events Phase.

They can Evolve (if they are already present on the board and their Event Card is drawn again) and thus increase the number of Wounds Monster can withstand or gain additional rules that makes hunting them harder.

HUNT

To have any chance of defeating such hulking monstrosities, you’ll have to bring a proper selection of weapons, artifacts, and a lot of skill. Even then, finishing off a monster might take several turns, so be wary of opportunistic heroes who could jump in at the last moment to steal your glory. And watch out for devastating special attacks or passive abilities that many of the beasts have.

To begin a Hunt, a Hero must be placed in the same Region as the Monster he wants to attack. Combat begins when a player uses the “Hunt” Special Action. The player chooses one of the Monsters located in the same Region as his/her Hero (sometimes more than 1 Monster may be present) and then draws as many Combat Cards as the level of their Hero’s Strength Attribute. The Hunting of a Monster proceeds through the following stages:

1. HERO ATTACKS MONSTER

The player must inflict at least one Wound on the Monster. If the Hero fails to do that, Hunt ends immediately.

The player can inflict multiple Wounds at the same time, and even slay the Monster on the first attempt if he/she has the appropriate Combat Cards.

2. MONSTER ATTACKS HERO

The person to the left of the player fighting the Monster draws two cards from the Monster Attack Deck and chooses one of them. The hunter can:

a) Defend
   
   Play any number of Combat Cards with a total value equal to or higher than the value of the Monster’s Attack to defend himself/herself from the attack. Next, draw 2 Combat Cards.

b) Not Defend
   
   Resolve Monster Attack Card effects (receive Injuries, end Hunt etc.), and draw 1 Combat Card.

Then the Hunt sequence is repeated until Hunt ends.

The Hunt ends:

a) Successfully
   
   a) A Monster receives a final Wound.
   
   b) Unsuccessfully
   
   hunting player is unable to inflict any Wounds on the Monster during the player’s attack stage.
   
   c) A card was played during the Monster’s attack which causes an end of the Hunt, and the player failed to defend himself/herself from the attack.
   
   d) A Hero receives a fourth Injury.

After an unsuccessful Hunt, the Hero receives additional Injury (if possible).
HUNTS can be very profitable – even unsuccessful ones!
Whenever you unsuccessfully end a Hunt, you still get to pick one reward from Wounds that you have inflicted with an Artifact or Priest symbol on them.

However, if a Hunt against a Monster is successful, and player manages to deal the last Wound, the player:
- receives a Glory Token in the color of the Region in which the Hunt took place. If the token belongs to another player, it is taken over.
- chooses 1 reward from an Artifact linked to this Monster or Priest/Neutral Artifacts from Wounds the player inflicted (only during this Hunt).
- places the Monster miniature near his/her Hero Board – once he/she has 3 Monster miniatures, he/she wins the game.

If a player deals a Wound to a Monster without Hunting it (with a Blessing or Artifact) – he/she does not receive any rewards. However, if he/she slays the Monster this way (by dealing the last Wound), he/she receives a Glory Token and this Monster is placed next to his/her Hero Board and counts toward victory condition.

**INJURIES**
While fighting Monsters, a Hero may be injured. In order to mark an injury on a Hero, flip a chosen Attribute Token – this Attribute has a value of 1 until the Hero heals this Injury. A Hero can receive three Injuries during Hunt (each one aimed at one of their Attributes). If the Hero receives a fourth Injury, Hunt ends. Injuries may be healed by performing a “Prepare” Special Action or using Artifacts (e.g., Ambrosia).

**HUNT REWARDS**

Wounds inflicted on Monsters remain so the next hunting player will have an easier task!

**AWAKEN REALMS**
War rages throughout Greece. Bronze swords and spears break on muscled breastplates. Heavy phalanxes maneuver under a rain of arrows. Chariots plow through the ranks of footmen. To represent this, we’ve chosen a set of simple but deep rules. You will need plenty of skill to outmaneuver enemy leaders on the map. Keep in mind that no victory (or defeat) is ever certain. If gods smile upon you, even a smaller force can put up a fight as fierce as the one of the legendary 300 Spartans at Thermopylae.

If Hoplite movement – whether originating from a Regular Action or any other way – results in the Hoplites of two players meeting in the same Region, a Battle ensues. If Hoplite movement causes the start of more than one Battle, the active player decides in which order the Battles are fought. All Hoplites in a Region take part in the Battle.

**BATTLE**

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.

**REMEMBER!** 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 his/her remaining Hoplites to a neighboring Region of his/her choosing.

However, he/she cannot withdraw to a Region controlled by another player or a Region in which another player’s Hoplites are present. If a player is unable to withdraw his/her units, all of them are killed.

If the attacker loses the Battle, he/she must withdraw to the Region from which he/she attacked.

**CASUALTIES AND WITHDRAW**

Hoplites that are Fortified are always killed last in any event.

**CONTROL**

The winner of the Battle takes control from the owner of the Region in which the Battle was fought.

**PYRRHIC VICTORY**

If the attacker sustains losses to the extent that he/she has no Hoplites remaining in the Region, even though he/she won the Battle, he/she cannot take control of the Region.

**COMBATING ARMY STRENGTH**

Players compare Army Strength. Every Hoplite is worth 1 Army Strength point. Add the value of Combat Cards played by this and any bonuses resulting from Fortification of the defender, Blessings, Artifacts, or special skills of the Heroes.

The player with the highest Army Strength wins. If any players have equal Army Strength, the defending player wins.
QUESTS

Just like monster hunts, quests are longer affairs that may take several turns to complete if you fail to prepare properly. The rewards, however, make them well worth your time. For example, a successful mission immediately brings you a glory token, that can be used to usurp power in nearby regions. Then, there are specific rewards, such as artifacts, additional troops or rare single-use abilities that you may use later to turn the tide of the game.

QUEST CARD

**Quest Steps**: The requirements a Hero must meet to be placed at certain step when beginning a Quest. They mark progression of the Quest – it is finished, once a Hero gets to the third Step.

**Reward**: The effect to be resolved by a player when his/her Hero is placed on the third Step.

**Quest Region**: The Region in which to place a Quest Token when its card is drawn from the Events Deck.

STARTING QUESTS

To start a Quest, a player must finish his/her Hero Movement in a Region with a Quest Token and meet the requirements for starting the Quest from any Step.

During a player's next Turn, instead of a Hero Movement, the player can move the Hero along the Quest Steps by one position (Hero Speed has no effect here). Note that as soon as a player places the Hero on the Quest Card, that player no longer needs to meet the requirements of subsequent Quest Steps.

Even if you are already on Quest enemy players can start the Quest from higher Step and finish the quest before you.

FINISHING QUESTS

When a player moves a Hero to the final Step of a Quest, the Quest is completed (so, if a player meets the requirements of the third Quest Step, the player can finish the Quest immediately).

A player places his/her Hero on the Map in the Region containing the Quest Token. The Hero cannot move this turn.

- Receive a reward for completing the Quest (written on the Quest Card).
- Receive a Glory Token in the color of the Region where the player undertook the Quest.
- Remove the Quest Token from the Map.

Once a player enters on a Quest, he/she cannot abandon it!
**BLESSING CARDS**

Building a Temple for which on the Temple Card is a “Draft” keyword and red frame triggers a draft of Blessing Cards. Blessing Cards are special enhancements in the form of permanent 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 numbers of players +1, picks one, 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.

**TWO-PLAYER MODE**

When the game is played by two players, the following elements change:

- **Two of the victory conditions:**
  - Warlord of Hellas: You need to take control of not two but three Lands.
  - King of Kings: Ignore this victory condition.

- **“Build Monument” Special Action:**
  - Before performing his “Build Monument” Special Action, a player can choose one of his already used Special Actions (with an Used Action Token on it), and perform it just before his “Build Monument” Special Action.
  - If all Monuments are built this way, you can still use “Build Monument” Special Action normally, excluding adding next level of Monument.

**GAME TERMS GLOSSARY**

**MAP**

- **REGION** - Smallest terrain unit. Each has a certain Population Strength. p. 7 (Region)
- **NEUTRAL REGION** - Region that is not controlled by any player. p. 7 (Region)
- **LAND** - Terrain unit. Composed of few Regions of the same color. p. 7 (Land)
- **CITY** - Present in some Regions. Enables you to Recruit 2 Hoplites and Fortify your Hoplites. p. 7 (City/Sparta)
- **SPARTA** - City. Enables you to Recruit 4 Hoplites and Fortify your Hoplites with additional bonus. p. 7 (City/Sparta)
- **TEMPLE** - Temple. Gives an additional special bonus when built. p. 7 (Shrine / Oracle of Delphi)
- **ORACLE OF DELPHI** - Temple. Gives an additional special bonus when built. p. 7 (Shrine / Oracle of Delphi)
- **SHRINE** - Place present in some Regions showing where a Temple can be built. p. 7 (Shrine / Oracle of Delphi)
- **ARMY** - All Hoplites belonging to the same player in a single Region. p. 10 (March), p. 13 (Battle)
- **HOPLITE** - Base Army unit with Army Strength 1 and Movement 1. p. 9 (Hoplite Movement), p. 13 (Battle)
- **MONUMENT** - Send Priests here to use God Powers. Can be expanded with the “Build Monument” Special Action. p. 6 (place monument foundation), p. 9 (Priests)
- **MONSTER** - Creature represented by a miniature. Can move through Regions and perform Region Attacks. Heroes can Hunt them. p. 11 (Monster Phase), p. 12 (Monsters, Hunt)
- **MONSTER TRAY** - Tray with details about Monster Special Attacks, Region Attacks, Wounds and Rewards. p. 12 (Monsters, Hunt)
- **HERO** - Represented by a miniature and Hero Tray. Can Hunt for Monsters, complete Quests, Usurp Regions and assist Hoplites in Battle. p. 8 (Heroes and Armies)
- **CONTROL TOKEN** - Marks control over a Region. p. 7 (Region)
- **CONTROLLED REGION** - Region containing a player’s Control Token. p. 2 (Region)
- **POPULATION STRENGTH** - Value defining how many Hoplites you need to move into a Neutral Region to control it. (Same as hoplite) p. 7 (Region)
- **QUEST TOKEN** - Marks a Region in which there is a certain Quest. p. 7 (Quests and Quest Slots) p. 14 (Quests)

**EVENTS AND CARDS**

- **EVENTS DECK** - Deck used in the Event Phase. Composed out of Quests and Monster Cards. p. 6 (Prepare starting events)
- **QUEST CARD** - Card with rules and rewards for a quest. Placed on a Quest Slot and connected to a Quest Token on the map. p. 6 (Prepare starting events), p. 7 (Quest Token) p. 14 (Quests)
- **MONSTER CARD** - Card that either summons a Monster in a certain Region or makes it Evolve if already on the map. p. 6 (Prepare starting events), p. 11 (Event Phase), p. 11 (Monster Phase), p. 12 (Monsters, Hunt)
- **TEMPLE CARD** - Card where unbuilt Temples are placed. They define additional bonus from building Oracle of Delphi and places for Blessing draft. p. 6 (Place Temples), p. 14 (Blessing Cards)
- **MONSTER ATTACK DECK** - All attacks that a Monster uses against a Hero during a Hunt. p. 12 (Hunt)
- **COMBAT CARDS DECK** - All attack cards that a player can play during Battle or a Hunt. p. 12 (Hunt), p. 13 (Battle)
- **ARTIFACT CARD** - Special item that a Hero can possess. They are charged during “Build Monument” Special Action. p. 9 (Using Artifacts), p. 14 (Artifacts)
- **MONSTER ARTIFACT** - Artifact linked to a Monster. Can be only obtained after a successful Hunt. (same as Artifact Card) p. 9 (Using Artifacts), p. 13 (Hunt Rewards), p. 14 (Artifacts)
- **GODS ARTIFACT** - Artifact that can be obtained by controlling a Region with a Monument. (same as Artifact Card) p. 6 (place monument foundations), p. 9 (Using Artifacts), p. 14 (Artifacts)
- **NEUTRAL ARTIFACTS** - Artifacts that are not connected with Monsters or Gods and can be collected through various means. (same as Artifact Card) p. 9 (Using Artifacts), p. 13 (Hunt Rewards), p. 14 (Artifacts)
- **MONSTER DIE** - Die that determines what each Monster on the map does during the Monster Phase. p. 11 Monster Phase)
- **GLORY TOKEN** - Token that Heroes collect after killing a Monster/ completing a Quest. Enables you to use “Usurp” Special Action in a Region with your Hero. p. 10 (Usurp), p. 13 (Hunt Rewards), p. 14 (Quests)
**BATTLE AND HUNT**

**WOUND** - Place on the Monster Tray that shows which Combat Card symbol is needed deal a wound to the Monster.  
  p. 12 (Monsters, Hunt)

**BATTLE** - Combat between Hoplites of 2 players in the same Region.  
  p. 13 (Battle)

**INJURY** - Wound that a Hero takes. Affects a single Attribute.  
  p. 12 (Hunt)

**COMBAT CARD’S STRENGTH** - Value of a Combat Card used in Battle and Hunt.  
  p. 13 (Battle)

**FORTIFIED HOPLITE** - Hoplite in a City/Sparta. Receives +1/+2 bonus to Army Strength.  
  p. 7 (City / Sparta), p. 13 (Battle)

**KILLING HOPLITES** - Taking Hoplites off the map from the result of Battles, Monster Region Attacks, etc.  
  p. 13 (Battle)

**ARMY STRENGTH** - Strength of Hoplites taking part in a Battle including all bonuses from Combat Cards etc.  
  p. 13 (Battle)

**CASUALTIES SYMBOL** - Symbols on some Combat Cards defining how many Hoplites to sacrifice after Battle.  
  p. 13 (Battle)

**HUNT REWARD** - Reward that player receives after Hunt (even unsuccessful).  
  p. 13 (Hunt Rewards)

**TURN AND ACTIONS**

**MONSTER PHASE** - Comes after the “Build Monument” Special Action. The player who played this action rolls the Monster Die for every Monster on the map.  
  p. 10 (Monster Phase)

**EVENTS PHASE** - Comes after the “Build Monument” Special Action. In this phase you draw an Event Card and play it out.  
  p. 10 (Event Phase)

**PLAYER TURN** - All Regular Actions played by single player. Ends with playing Special Action.  
  p. 9 (Course of the game)

**REGULAR ACTION** - Move Hoplites, send Priests to Monuments, move Heroes, use Artifacts.  
  p. 9 (Regular Actions)

**HOPLITE MOVEMENT** - Move as many Hoplites as the Leadership Attribute value of your Hero.  
  p. 9 (Hoplite movement)

**HERO MOVEMENT** - Move your Hero an amount of Regions equal to (or less than) the Speed Attribute of your Hero.  
  p. 9 (Hero movement)

**PRAYER** - Send a Priest from your Priest Pool to a chosen Monument to receive a God Power.  
  p. 9 (Priest)

**SPECIAL ACTION** - Action that is played at the end of of a Player Turn. After played, it is then marked with Used Action Token.  
  p. 10 (Special Action)

**USED ACTION TOKEN** - Marks a Special Action as used. Players cannot use again Special Actions with these tokens.  
  p. 10 (Special Action)

**“HUNT” SPECIAL ACTION** - if your Hero is in the same Region as a Monster, you can try to kill it.  
  p. 10 (Hunt), p. 12 (Hunt)

**“RECRUIT” SPECIAL ACTION** - Recruit 2 Hoplites in each Region containing a City you control (4 for Sparta).  
  p. 10 (Recruit)

**“USURP” SPECIAL ACTION** - can be used if you have a Glory Token of the same color as the Region your Hero is in. Take control of the Region and Recruit 1 Hoplite in it.  
  10 (Usurp)

**“BUILD TEMPLE” SPECIAL ACTION** - build a Temple in a Region you control containing a Shrine. Add 1 Priest to your Priest Pool.  
  p. 7 (Shrine / Oracle of Delphi), p. 10 (Build Temple)

**“MARCH” SPECIAL ACTION** - move your Army, or part of it, from one Region to a neighboring one.  
  p. 9 (Hoplite movement), p. 10 (March)

**“PREPARE” SPECIAL ACTION** - choose any 2 from the following options: Draw a Combat Card, Recruit a Hoplite in the same Region as your Hero, Heal one Injury on your Hero.  
  p. 10 (Prepare)

**“BUILD MONUMENT” SPECIAL ACTION** - choose a Monument and build next level. All players remove Priests from all monuments, remove all Used Action Tokens. You collect Priests from Temples under your control then go to the Monster Phase and Event Phase.  
  p. 10 (Build Monument)

**LEADERSHIP** - Hero Attribute which defines how many Hoplites you can move each turn as a Regular Action.  
  p. 8 (Leadership)

**STRENGTH** - Hero Attribute which defines how many Combat Cards you draw at the start of a Hunt.  
  p. 8 (Strength)

**SPEED** - Hero Attribute which defines how many Regions you can travel with your Hero Movement Action.  
  p. 8 (Speed)

**RECRUIT** - Place given number of Hoplites in certain Region as a result of Special Action, Artifacts, Blessings etc. If you control this Region, one Hoplite can be placed already fortified.

**PRIEST AND MONUMENTS**

**PRIEST POOL** - Amount of Priests you possess (max 4 in the pool).  
  p. 8 (Priest pool)

**PRIEST** - Miniatures you can use for Prayer to get God Power.  
  p. 8 (Priest pool), p. 9 (Priest)

**SACRIFICING A PRIEST** - Removing your Priest from a Priest Pool.  
  p. 8 (Priest pool), p. 9 (Priest)

**GOD POWERS** - Bonus from placing a Priest under the Monument listed on Help Tray. Resolves immediately.  
  p. 9 (Priest), p. 10 (Build monument)

**BLESSING CARDS** - Passive bonus card collected from Blessing Draft.  
  p. 15 (Blessing cards)

**BLESSING DRAFT** - Special stage where players draft new Blessing Cards. It starts immediately after building Temples marked on Temple Card.  
  p. 15 (Blessing cards)