OVERVIEW

The 1-player adventure mode of Lords of Hellas immerses you in the story of the legendary Persian Invasion. In the first of two acts, you will attempt to gather as many allies and soldiers as possible, while stopping Xerxes’ vanguard. In the second act, the Persian emperor himself arrives in Greece, leading the largest army the ancient world has ever seen. You will need all of your cunning and tactical skill, as well as careful preparations from Act I, to prevail.

This solo variant of the game uses a special map, found on the back of the regular game board with monster movement arrows and special population attitude tracks located next to all lands.

All games are semi-randomized with different quests, monsters and a set of triggered Scripts.

1. You will attempt to gather as many allies and soldiers as possible, while stopping Xerxes’ vanguard.
2. In the second act, the Persian emperor himself arrives in Greece, leading the largest army the ancient world has ever seen.
3. You will need all of your cunning and tactical skill, as well as careful preparations from Act I, to prevail.
4. All games are semi-randomized with different quests, monsters and a set of triggered Scripts.

GENERAL RULES

SETUP

1. Place 3 fully upgraded Monuments (Zeus, Athena, Hermes) on their indicated spaces on the Map. Place the 3 God’s Artifacts (Owl of Athena, Boots of Hermes, Thunder of Zeus) next to the Map.
2. Place the Oracle of Delphi in Phocis.
3. Set 6 Temples on their indicated spot on the Map.
4. Select the cards with the single player symbol from the following decks: Combat Cards, Blessings, and Artifacts.

Set aside the rest of the cards from those decks, as they will not be used in the single player game.

5. Separate the Quest Cards from the Events Deck (exclude the Capture Cretan Bull card, as it won’t be used in this mode) and set them next to the Map together with their appropriate Quest Tokens.

6. Place Monster models and Monster Trays next to the Map. Exclude Chimera, as it won’t be used in this mode. Place Wound tokens and the Monster Die next to the Map. Place Monster Attack Deck on the Map.

7. Select the Achilles Hero Board and place it in front of you. Put a blue ring on the Achilles model’s base. Select the blue Hoplites, Priests, Control Tokens and 3 Attribute tokens.

8. Set all yellow Hoplites, Priests and Control Tokens next to the Map – they will represent your Allies during this game.

9. Green Hoplites and Control Tokens will represent Persian armies and the Regions they’ve conquered. Set them next to the Map. Green Priest models represent the Spies of Xerxes.

10. Set Xerxes’ Board next to the Map. Place one of the green Control Tokens on the first space of the Persian Invasion Track, and a second token on the first space of the Mobilization Track. Place four Spies of Xerxes (green Priests) on Xerxes’ Command Track so that they occupy slots from 2 to 5 (the first slot on the track should always be empty).

11. Take all 24 Used Action Tokens, shuffle them and set them face down next to the Map so that you cannot see their numbers. This pile will grow smaller during the game with your every Special Action, representing the passage of time.

12. Place appropriately colored Glory Tokens on the Population Attitude Tracks next to all Lands. Set them in the “Neutral” position. Any remaining game pieces won’t be used in this mode:

- Event Cards (excluding the missions selected earlier)
- Chimera (and its Monster Tray)
- Models of Perseus, Heracles, and Helena with their respective Hero Boards and tokens
- Red Hoplites, Priests and Control Tokens
- Temple Cards

For more info about Xerxes’ Board see page 5.
**ARMS TYPES**

- **Your Army**
- **Allies**
- **Persian Army**

In this game mode, three types of armies and three colors of Control Tokens will be present on the Map. Blue represents Sparta and the most loyal of your troops. Accordingly, blue Regions represent places where people are most faithful to you and will support you no matter what. During this mode, you'll also be able to use blue Priests (and only blue), sending them to appropriate Monuments.

Yellow is for your Allies. These forces were sent by Greek city states to help you fight against Xerxes. Although they're just as skilled in combat as your blue troops, their loyalty isn't boundless—you may find them abandoning your ranks for various reasons. You'll also be able to use blue Priests (and only blue), sending them to appropriate Monuments.

Green units represent Persian armies. Mark the Regions conquered by the invaders with green Control Tokens. Their forces are much more numerous, and to signify that, every green Hoplite is two times stronger than yours (it has 2 points of Strength and its value counts as 2 when comparing to the Population Strength of any Region on the Map). Green Priests, as mentioned before, are Xerxes’ shady Spies and informants.

**TURN SEQUENCE**

This game will play out in Turns, each divided into 2 Phases.

1. **PLAYER PHASE**
2. **EVENTS PHASE**

During the Player Phase, you will be able to perform 4 Regular Actions, just like in the regular game (Hoplite Movement Action, Hero Movement Action, Prayer Action, Use Artifact Action). After your Regular Actions are finished, you must use one Special Action.

**SPECIAL ACTIONS**

In this scenario, you may choose from 6 out of 7 Special Actions. In this scenario, you may choose from 6 out of 7 Special Actions. Mark any used Special Action with a Used Action Token. The seventh Special Action, “Build Monument”, is not used, as all Monuments are already built from the start. Instead, a new “Pass” Special Action becomes available (see rules below).

Other actions work like the standard game, with a few exceptions:

- **Recruit** – this Special Action will provide you with fewer Hoplites than usual: only 1 in regular Cities, and 2 in Sparta. Additionally, the color of models will depend on the Control Token present in the Region they are recruited from (for example: Hoplites from Allied Regions (with yellow Control Token denoting them) will be yellow. This last rule applies to all kinds of activities that provide you with troops, with the exception of the “Prepare” Special Action.
- **Build Temple** – works just like in regular games. You can erect Temples both in Regions you control (blue Control Tokens) and in the Allied Regions (yellow Control Tokens). Since a Blessing Draft is not available in this game mode, “Build Temple” Special Actions won't trigger a draft. Blessings will be awarded for killing Monsters instead.

Keep in mind that building a Temple in an Allied Region (one marked with yellow Control Token) will grant you a blue Priest!

- **Hunt** – works just like in regular games with one exception: during the Monster Attack Phase you simply draw the top card from the Monster Attack Deck because there's no enemy player who could choose one of two cards for you.
- **Usurp** – you are allowed to Usurp as in the regular game mode. To do so, you must possess an appropriate Glory Token—they represent the attitude of the local populace towards your Hero and his fight against Xerxes. Detailed rules for managing the tokens and determining the sentiments of the Greek populace are described later (see Population Attitude). You can't Usurp the northernmost Land (red-bordered).
- **March** – works just like in regular games.
- **Prepare** – works similarly to the regular game, but if you decide to recruit Hoplites using this Special Action, you only get Allied Hoplites (yellow).
- **Pass** – remove all Used Action Tokens from the Hero Board. Recharge your Artifacts and go to the Events Phase. After passing the Turn DO NOT remove the Priests located at the Monuments. You also don't receive any new Priests from Temples you control. When you pass the Turn, you should take a Used Action Token, in the same way as using other Special Actions (see below).

Remember that every Used Action Token removed from your Hero Board is not to be used again in the same playthrough.

**EVENTS PHASE**

After using a Special Action, move on to the Events Phase. To determine what happens in Greece flip over Used Action Token you have just used to cover your most recent Special Action. If your recent Special Action was “Pass”, and all tokens were removed, take and flip over a single unused token from your pile instead. It is discarded afterwards, as usual.

Check the number on the back of the Used Action Token and read the corresponding Script from the Script Book for your current Act (see: Act I, Act II). Apply any rules found within the Script and then check if you have meet the conditions for ending current Act. If you haven't meet these, begin your next turn.

**MONSTER DIE**

Roughly half of the Scripts you encounter will require you to play out the Monster Phase. During this Phase, roll a Monster Dice for each Monster present, in order provided on the Map (using numbers on the Regions, from lowest to highest). The results of your roll play out a little differently than in the regular game mode.

- **Q** – this result indicates that the Monster terrorized the local populace, who in turn blame your Hero for inaction. The Population Attitude in the entire Land drops by one (see: Population Attitude).
- **P** – the Monster clashes with armed local defenders, killing one Hoplite. If there are no Hoplites present, the Monster performs a Movement instead.
- **F** – the Monster moves according to the arrows printed on the Map, towards the Monument. If it already was in a Region with a Monument, it destroys one level of the Monument. If the Monster first performs an Action and then moves. However, it cannot move twice, even if there are no Hoplites to be killed when performing the Action.

**MONUMENT DESTRUCTION**

During this mode, Monsters will attempt to shatter all Monuments of the gods present on the Map. When a Monster reaches its target, it won’t move anymore, destroying one level of the Monument every time it is required to make a move. When any Monument becomes completely destroyed, you lose the game!

**POPULATION ATTITUDE**

During your game, the sentiment of Greek citizens will change according to your actions or events that play out over time. The current Attitude is represented by the Glory Token on the Population Attitude Track. The people of a single Land each share one of four sentiments:

- **Hostile** – the worst possible attitude, short of Greek cities declaring their support for Xerxes. A Hostile Attitude increases the Population Strength by 2 and adds 2 to Persian Army Strength in each Battle taking place in this Land, making it much harder for you to subjugate any Regions of this Land.
- **Wary** – the people are suspicious and uncertain of your actions, and you have many vocal opponents. The Population Strength of all Regions in this Land increases by 1 when resolving your actions. Additionally, Persian Army Strength has a +1 modifier in each Battle taking place in this Land.
- **Neutral** – the people don’t care about you much and intend to fight the Persians on their own.
- **Loyal** – this attitude is only possible if you possess the Glory Token of the same color as this Land. Its people become loyal and supportive. You may Usurp any Region here, and if you take control of Regions here in any way, you may place a blue Control Token in them.
BATTLE RESULTS AND CASUALTIES

The force with the highest Army Strength wins. Equal Strength values lead to a draw which counts as a win for the defenders. You lose as many Hoplites as there are Casualties Symbols on all Combat Cards you have played during this Battle. Add one additional Casualty if you lost the Battle.

Losing also means you have to retreat from the Region, but you cannot retreat into a Region occupied by Persian Hoplites or Control Tokens. Should you have no other option, you lose all Hoplites in this army.

Persian Casualties are resolved depending on which Act of the story you are in:

- Act I – every victory over the Persian Vanguard reduces their model count by 1 and forces them to retreat one step, according to this sequence:
  - If Persian Hoplites or Persian Control Tokens move into the region, Persian Hoplites will be reduced by 1 and must retreat 1 step or lose the battle.
  - If only Persian Hoplites (no Control Tokens) move into the region, Persian Hoplites will be reduced by 1.

If Persian numbers drop to 0, or their army is not able to retreat anymore (they were defeated in Chalkidiki), remove their remaining models from the game and begin Act II.

- Act II – a victory over the Persian army allows you to remove either all Persian Hoplites or the Persian Control Token from this Region. Additionally, move the Victory Counter by 1 slot towards 0 (this counter will be placed at the beginning of Act II on the Persian Invasion Track).

MONSTERS

Monsters never affect Persian units or Control Tokens in any way! Slaying a Monster gives you the opportunity to pick 1 of 2 drawn Blessings and allows you to improve the Population Attitude of the locals towards you, by moving the token on the Population Attitude Track one slot up.

During this mode, ignore the detailed rules for the Monster Region Attack. Instead, every Monster attacking a Region simply kills 1 Hoplite.

QUESTS

Quests can only be completed during Act I, although you must ignore all the rewards they would normally yield. Completing a Quest allows you to pick 1 of 2 Artifacts as your reward. Additionally, it allows you to improve your standings among local populace. Move the token on the corresponding Population Attitude Track by one slot upwards. Keep in mind that any Quests you leave incomplete during Act I will have negative repercussions in the latter part of the game.

ARTIFACTS

Some of the Artifacts do not take part in the solo mode of the game. The three Artifacts associated with Monuments are available. You earn those when you take control of the Regions with the Monuments, and you can use them according to their regular rules. Other Artifacts can be obtained after completing a Quest. These Artifacts are Ambrosia, Apollo’s Arrow, Ariadne’s Thread, Eye of Graeae, Feme’s Trumpet, Harpe and Horn of Plenty. Artifacts are Recharged whenever you Pass a turn.

COMBAT CARDS

During solo mode, the rules of some Combat Cards need to be modified.

- Flank Attack – when you attack Persian-controlled Region, number of their models is number from Invasion Track, divided in half, rounded up. For example, Army Strength 7 means 4 Hoplites.
- Tactical Maneuver – Xerxes’ Leadership value is determined by Xerxes’ Command Track (the more Spies there are on the Map, the higher the value will be).
PROLOGUE – PREPARATIONS

1. Place 2 Persian Hoplites in the Chalkidiki Region.
2. Set the Persian Invasion and Mobilization marker to 0.
3. Place one blue Control Token in Laconia and one yellow Control Token in Messenia.
4. Place your Hero with 2 blue Hoplites (representing his Spartan soldiers) in Laconia.
5. Draw 1 Combat Card.

Now, draw two numbered Used Action Tokens and check their values against Table A (see below) to determine which Monsters to place on the Map. If the second value indicates the same Monster, add one Persian Hoplites in Chalkidiki instead.

Then, draw three more Used Action Tokens. Check their values against Table B (see below) to determine which Quests will be available during this game and place their tokens accordingly. If the second or third value indicates the same Quest, add 1 Hoplite to the Persian Vanguard instead for each repeat result of a Quest.

Remove any Used Action Tokens you have drawn during Prologue from this playthrough.

<table>
<thead>
<tr>
<th>TABLE “A”—RANDOM MONSTERS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2 Sphinx (Epirus)</td>
</tr>
<tr>
<td>3-4 Minotaur (Crete)</td>
</tr>
<tr>
<td>5-6 Cyclops (Arcadia)</td>
</tr>
<tr>
<td>7-8 Medusa (Messenia)</td>
</tr>
<tr>
<td>9-10 Hydra (Laconia)</td>
</tr>
<tr>
<td>11-12 Cerberus (Phocis)</td>
</tr>
<tr>
<td>13-14 Minotaur (Chalkidiki)</td>
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<tr>
<td>15-16 Cyclops (Boeotia)</td>
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<tr>
<td>17-18 Sphinx (Locris)</td>
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<tr>
<td>19-20 Cerberus (Achaea)</td>
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<tr>
<td>21-22 Medusa (Elis)</td>
</tr>
<tr>
<td>23-24 Hydra (Argolis)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TABLE “B”—RANDOM QUESTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3 Saving Prometheus – Macedonia</td>
</tr>
<tr>
<td>This Titan, imprisoned and tormented in the far north, is a testament to Zeus’s harsh judgement for the gift he passed to mankind. At the same time, Prometheus remains a symbol of hope and sacrifice to many Greeks. It’s hard to say what the Persians will do once they find him chained to his strange metal bed.</td>
</tr>
</tbody>
</table>

| 4-6 Cattle of Geryon – Boeotia |
| For a large army, hunger becomes as big a threat as the enemy itself. We should ensure a steady stream of supplies by moving Geryon’s enormous cattle herd deeper into Peloponnes, where it will be safe from Persian raids. This will secure our provisions for the long months of the coming war. Geryon himself won’t be pleased, but in times of war one must be prepared to make some sacrifices. |

| 7-9 Aid to Atlas – Messenia |
| It seems the vile Persian dogs devised a way to poison Atlas himself, who carries the weight of our world on his shoulders. If their plans come to fruition, our cities could suffer greatly. |

| 10-12 Expedition for the Golden Fleece – Acarnania |
| The Persian Empire fights not only with its armies, but also with its immense wealth that Xerxes readily uses to bribe people into accepting his rule. Perhaps if we found the legendary Golden Fleece, we could be just as generous as he is. |

| 13-15 Kill Stymphalian Birds – Corinthia |
| Flesh-eating Stymphalian birds terrorize Corinthia and nearby regions, snatching grown men and children alike. Our people demand protection, and if we fail to provide it, they’re going to look elsewhere. |

| 16-18 Clean Augean Stables – Elis |
| Augeas, king of Elis, is ready to support you if you could only tidy up his legendary stables, neglected for decades. Earning an important ally in return for shoveling some manure seems like a good bargain. After all, they say a true leader shouldn’t be afraid to dirty his hands. |

| 19-21 Amazon Queen – Chalkidiki |
| Until recently, the Amazons ignored our struggle against the Persian Empire. Only now, facing direct invasion, some tribes rebelled against their queen. If we don’t help her, there’s no telling what role she could play in the upcoming war. |

| 22-24 Calydonian Hunt – Aetolia |
| Oeneus, king of Calydon, believes the Persian invasion is a punishment for our transgressions against the gods. In order to appease them, he plans to make an offering of the famous Calydonian Boar. Oeneus might be a pious fool, but who knows? Maybe the gods are truly angry? It would not hurt to earn their support. |
**ACT I**

Just as we have feared, the first Persian forces traversed the mountains and have begun arriving in Macedonia. Some have mistaken them for the main army, but they’re only a vanguard, sent to prepare grounds for the main invasion and provide reconnaissance.

It didn’t take long for the Persian scouts to notice how divided we are. Xerxes wants to use this to his advantage, and unleashed dozens of spies and demagogues upon our lands. He also assigned a special mission to his troops. They are to reach Phocis and destroy the Delphi Oracle, a symbol of unity and tradition for all of Greece.

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**MOBILIZATION**

Every time a **Script** contains a **Mobilization** value, move the **Mobilization Counter** that many times to the right. When it reaches the “March” field, move the entire Persian vanguard according to this sequence: Chalkidiki -> Macedonia -> Thessaly -> Locris -> Phocis. Then, set the **Mobilization Counter** back to the beginning of the **Mobilization Track**.

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**SCRIPT BOOK (ACT I)**

Below you can see a list of possible random scenarios for **Act I** of the game. When applying the **Script**, always start with the rules starting from the top.

1. Persian invaders made a deal with the mountain tribes of northern Macedonia and learned the shortest and safest routes through the mountains. It is now easier for them to reinforce their main force.
   - If the Persian **Vanguard** has fewer than 3 **Hoplites** on the **Map**, reinforce it with 1 additional **Hoplite** model. Otherwise, move counter on **Mobilization Track** by one more space.
     - **Mobilization**: +1
     - **Invasion**: +1
     - **Monster Phase**: Yes

2. The Epirote oracle of Dodona attracted an unwelcome visitor. A Sphinx harasses pilgrims, killing anyone who fails to answer her riddles. Soon her thirst for knowledge might draw her deeper into Greek territories.
   - Place Sphinx on the **Map** (in Epirus). If Sphinx is already present or was already defeated, play out a **Monster Phase** instead.
     - **Mobilization**: +1
     - **Invasion**: +1
     - **Monster Phase**: No

3. Xerxes sent his diplomats to convince the Athenians to surrender. The mission was a failure, but some of the envoys mysteriously disappeared into the city...
   - Place a **Spy** in Attica.
     - **Mobilization**: +1
     - **Invasion**: +2
     - **Monster Phase**: Yes

4. Someone helped the famous Cretan Minotaur to escape his prison. The beast slaughtered King Minos, ruined his palace and is now on the loose.
   - Place Minotaur on the **Map** (in Crete). If Minotaur is already present or has been defeated, play out a **Monster Phase** instead.
     - **Mobilization**: +1
     - **Invasion**: +1
     - **Monster Phase**: No

5. The Persians do not hesitate to use slaves in battle. If they grow desperate, they could press many captured Greeks into their service. You shudder at the very thought of fighting your countrymen.

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6. You receive troubling news. The Persians have started to shatter and topple any great monuments they come across. They are to be replaced with statues of Xerxes the Victorious.
   - If the Persian **Vanguard** is located in Thessaly or Locris, destroy 1 level of the Zeus Monument.
     - **Mobilization**: +2
     - **Invasion**: +1
     - **Monster Phase**: No

7. Your spies report that Xerxes recently hired many mercenaries in northern Africa. If his conquest of Greece doesn’t go as fast as he had hoped, he is sure to deploy them against us.
   - If the Persian **Vanguard** has fewer than 4 **Hoplites** on the **Map**, reinforce it with 1 additional **Hoplite** model. Otherwise, move counter on **Mobilization Counter** by one more space.
     - **Mobilization**: +1
     - **Invasion**: +1
     - **Monster Phase**: Yes

8. Persians employ a terrible punishment known as “scaphism”. They trap convicts in hollowed out trunks and cover them in milk and honey to attract insects. Victims are then slowly devoured or rot alive. As a result, people in occupied regions are afraid to even mention your name.
   - Reduce the **Population Attitude** by one in the two northernmost **Lands** on the **Map** (red-bordered and yellow-bordered).
     - **Mobilization**: +2
     - **Invasion**: +1
     - **Monster Phase**: No
9. Gold-masked assassins ambush you in your own tent. You fight them off, but one manages to wound you. You start an investigation and quickly discover that they have entered the camp smuggled in by some unfriendly locals.

- Your Hero receives 1 Injury if he’s in a Wary Land or 2 Injuries if he’s in a Hostile Land.
- Mobilization: +2
- Invasion: +1
- Monster Phase: Yes

10. Fishermen have noticed a strange Persian ship on the waters of Messiniakos Bay. Soon after, a gigantic Hydra emerged, heading towards your loyal city of Sparta. Coincidence?

- Place Hydra on the Map (in Laconia). If Hydra is already present or was already defeated, play out a Monster Phase instead.
- Mobilization: +1
- Invasion: +1
- Monster Phase: No

11. The western coastline is wide open to Persian infiltration. You post triremes and sentries along the shores, but you cannot guard every small cove and every hidden beach.

- Place a Spy in Euboea.
- Mobilization: +1
- Invasion: +2
- Monster Phase: Yes

12. Some allied troops lose heart the closer they are to the enemy. Sensing an upcoming wave of desertions, you ask your loyal veterans to keep an eye on the rest.

- You lose half of your Allied (yellow) Hoplites rounded up in every Region where you have no Loyal (blue) Hoplites.
- Mobilization: +2
- Invasion: +0
- Monster Phase: No

13. A Persian commander married his officers to daughters of all the noble houses on conquered territories, making their families less likely to support you.

- Reduce the Population Attitude by one in the two northernmost Lands on the Map (red-bordered and yellow-bordered).
- Mobilization: +2
- Invasion: +1
- Monster Phase: Yes

14. Travellers bring news of an enormous floating bridge built by the Persians on the straits of Bosphorus. New Persian cohorts must already be on their way.

- If the Persian Vanguard has fewer than 4 Hoplites on the Map, reinforce it with 1 additional Hoplite model. Otherwise, move counter on Mobilization Track by one more space.
- Mobilization: +1
- Invasion: +1
- Monster Phase: No

15. Many heroes and kings doubt you are the right person to protect the land from the Persians. Some even form their own armies and challenge your supremacy.

- You lose 2 Hoplites of your choice in each Wary Land and 4 Hoplites of your choice in each Hostile Land.
- Mobilization: +2
- Invasion: +0
- Monster Phase: Yes

16. Citizens of the Boeotian capital awoke to a surprising sight. It seemed that two suns were rising above the horizon together. A few minutes later terrified cries shook the city as people realized that the second object was in fact the hulking metal body of the Cyclops.

- Place Cyclops on the Map (in Boeotia). If Cyclops is already present or was already defeated, play out a Monster Phase instead.
- Mobilization: +1
- Invasion: +1
- Monster Phase: No

17. The Persians unleashed bands of outriders who move through the land uncontested, setting fires wherever they go. Many cities recall the troops they have pledged to your cause in order to protect their crops and villages.

- You lose half of your Allied (yellow) Hoplites rounded up in every Region where you have no Loyal (blue) Hoplites.
- Mobilization: +1
- Invasion: +0
- Monster Phase: Yes

18. Persian agents managed to free a famous local bandit who was awaiting execution in Acarnania. He and his men have, in return, started providing the Persians with information.

- Place a Spy in Acarnania.
- Mobilization: +1
- Invasion: +2
- Monster Phase: No

19. Many people started spreading rumours that you died in your last battle. To prove them wrong, you quickly write to all allied leaders, but before your messages arrive, many pledge their loyalty to someone else.

- You lose control over any Allied Regions located in Wary or Hostile Lands.
- Mobilization: +2
- Invasion: +1
- Monster Phase: Yes

20. Someone forgot to leave the doors of Hades shut, and now Cerberus is on the loose, prowling through our land.

- Place Cerberus on the Map (in Achaea). If Cerberus is already present or was already defeated, play out a Monster Phase instead.
- Mobilization: +1
- Invasion: +1
- Monster Phase: No

21. As the invasion draws near, skilled warriors are quickly becoming priceless. You discover this yourself, after some of your troops are bribed by other kings and nobles to join their forces.

- You lose 2 Hoplites of your choice in each Wary Land and 4 Hoplites of your choice in each Hostile Land.
- Mobilization: +2
- Invasion: +0
- Monster Phase: Yes

22. A strange ship of metal dropped its anchor on the coast of Aetolia. They say Medusa stepped ashore, freezing both land and water under her feet.

- Place Medusa on the Map (in Aetolia). If Medusa is already present or was already defeated, play out a Monster Phase instead.
- Mobilization: +1
- Invasion: +1
- Monster Phase: No

23. Your spy from Persepolis reports that Xerxes publicly executed several commanders he deemed too slow or inefficient. His officers in Greece will now do anything to not disappoint their master.

- If the Persian Vanguard has fewer than 3 Hoplites on the Map, reinforce it with 1 additional Hoplite model. Otherwise, move counter on Mobilization Track by one more space.
- Mobilization: +1
- Invasion: +1
- Monster Phase: Yes

24. You should have known better than to trust the artists! A famous Messenian poet now publicly declares for Xerxes and supports the Persian rule. Unfortunately, he has many followers and is far too popular to be killed.

- Place a Spy in Elis.
- Mobilization: +1
- Invasion: +2
- Monster Phase: No
**ENDING ACT I**

*Act I* concludes (the player must finish the whole Events Phase) when any of the listed events takes place:

- The Persian Vanguard reaches Phocis, destroying the Delphi Oracle and shattering any dreams of a united Greece.

**ACT I AFTERMATH**

Before you start *Act II*, make sure to complete all of the listed steps:

1. Remove all Hoplites from the Map (both allied, loyal and Persian), and remove all Priests from your Monuments. Leave only Control Tokens, Monsters, Glory Tokens and Spies.

2. If *Act I* concluded with the Persian Vanguard marching into Phocis, remove the Delphi Oracle from the Map and place 1 yellow Priest on every Monument. These will block one space each, reducing the number of Priests you can place. If you managed to save the Oracle, you receive 1 blue Priest.

3. If *Act I* concluded with a military domination of the Persian Empire (the Invasion Counter reached 10), the Persians will have the initiative when starting *Act II*. Start the next part of the game in the Events Phase by drawing a new numbered token and applying the appropriate Script.

4. Remove all Used Action Tokens from your player board.

5. Place the Mobilization Token on the first space of the Mobilization Track and your blue Control Token on same space as the green Control Token on the Invasion Track. This will be your Victory Counter.

6. Check if there are any incomplete Quests left on the Map (including a Quest you’re currently on). See the “FAILED QUESTS” section below and apply any consequences.

7. Place a Persian Control Token in Macedonia. If any of your Control Tokens are located in a red Land, remove them.

8. Place a yellow Hoplites model on every Allied (yellow) Region.

9. Place a blue Hoplites model on every Loyal (blue) Region.

10. If you control Laconia with a blue Control Token, deploy 2 Hoplites in this Region, instead of 1.

- All Persian Hoplites are removed from the Map. This means you have vanquished the first wave of the enemy invasion.

- When the Persian Invasion Counter reaches 10, indicating that Xerxes is now ready for a full-on assault.

**FAILED QUESTS**

If your *Hero* was on a Quest when *Act I* concluded, move him back to the appropriate Region and remove both Quest Card and Quest Token from the game. The Quest counts as completed, although it doesn’t impact the Attitude of the populace, and doesn’t bring any other rewards.

All Quests you’ve failed to complete will result in negative consequences. See the descriptions below and apply as necessary.

- **Cattle of Geryon** – you have failed to protect the herd before the war swept through it. The Persian army profited from your loss and will be able to begin their invasion sooner. Place the Mobilization Counter on the 3rd spot of the Mobilization Track.

- **Aid to Atlas** – Atlas himself staggered as Persian venom burns through his veins, causing countless earthquakes throughout Greece. Many men are needed to repair broken city walls and dig victims out from under the rubble. This makes recruitment much harder. You begin *Act II* with a “Recruit” Action on your Hero Board used up and marked by a token (use one of the expended Act I tokens to do this).

- **Kill Stymphalian Birds** – the monsters found easy prey in your lands, and people have started to doubt you. Some even hope for the tyrant Xerxes to bring them safety. Move all Attitude Tracks by 1 place towards a negative value.

- **Clean Augean Stables** – you never got around to completing king Augias’s errand. In turn, he decided to remain neutral in the war against the Persian Empire. He watches both sides closely, not ready to make a move until he’s sure which way the dice fall. Place a Persian Spy in Elis. If there already was a Persian Spy, place a Persian Control Token in this Region.

- **Calydonian Hunt** – Theseus hasn’t managed to capture the boar. Even worse, the rumors that the gods themselves attracted the Persian invasion caused an uproar. Angry mobs besieged temples and monuments. Before you managed to regain control, many statues were broken or defaced. Destroy 1 level from each of the Monuments on the Map, unless it’s their last level.

- **Amazon Queen** – Persian inciters skillfully used the Amazons against their queen. She has fallen, and soon after, Xerxes claimed all of Chalkidiki without much trouble. Place a green Persian Control Token in this Region.

- **Expedition for the Golden Fleece** – grand gifts and lavish bribes allowed Persians to convince many cities to support them. They have also bought Xerxes a fleet large enough to take the entire sea from you. You cannot move your units through any Sea Trails, with the exception of these 2: Boeotia–Euboea, Crete–Argolis.

- **Saving Prometheus** – when Xerxes found Prometheus, he used the knowledge of Persian sages and sorcerers to release him. Then, he convinced the Titan that the Greeks proved ungrateful and unworthy of his gift, leaving him trapped for a long time. Prometheus came back to Greece, hungry for revenge. You had to duel him. You prevailed, but suffered serious wounds (you receive 2 Injuries).
ACT II

PERSIAN MOBILIZATION

Every time the Persian Army moves forward by completing the Mobilization Track, resolve the following steps:

1. Check every Persian-controlled Region (resolve them in the sequence indicated by the numbers on the Map). Place 1 Persian Hoplite in every adjacent Region—except those already conquered by the enemy. After you finish deploying units, move on to resolve Battles.

2. Battles are resolved according to the regular rules in every Region where both Persian and your Hoplites are present. Resolve them in the sequence indicated by numbers on the Map.

3. Remove your Control Tokens from any Regions where any Persian Hoplites remain.

4. If the Persian force in any Region is equal to or higher than the Population Strength, remove all Persian Hoplites and place the green Control Token in the Region instead. When comparing Strengths, remember that every Persian Hoplite has a value of 2.

SPYING PHASE

During the solo game, Xerxes will often use his Spies. They start arriving on the Map during Act I, though they have no effect (except increasing Xerxes’ Command value) until Act II begins. In the second part of the game, some Scripts ask you to play out the Spying Phase and after that place a new Spy. When you play through a Spying Phase, you should check each Region with one of Xerxes’ Spies in it. Depending on the color of the Control Token in this Region, different things can happen:

- If there is a blue Control Token (Loyal Region), change it to yellow (Allied)
- If there is a yellow Control Token (Allied Region), remove it and retreat your Army from that Region
- If there is no Control Token, place a green Control Token in that Region and retreat your Army from that Region
- If there is a green Control Token, remove the Spy from the game

REMOVING SPIES

During the second act, your Hero can remove Persian Spies. To do so, he must be present in a Region with a Spy and sacrifice an entire Hero Movement Action. If you do so, remove the Spy from that Region and place him on Xerxes’ Command Track (on the first free space from the right).
SCRIPT BOOK (ACT II)

Below you can see a list of possible random scenarios for Act II of the game. When applying the Script, always start with the rules from the top.

1. Xerxes is not the savage brute that many Greeks believe him to be. He can be quite convincing, going as far as converting some of our famous Athenian philosophers to his cause.
   - Play out the Spying Phase and place a Spy in Attica.
   - Mobilization: +1
   - Monster Phase: Yes

2. The Persian Empire has decades of experience in subduing conquered territories. They’ve quickly replaced or bought local aristocracy in all captured regions, making it harder for you to find any support.
   - Lower the Population Attitude by one in every Land where the Persians have at least one Control Token.
   - Mobilization: +2
   - Monster Phase: No

3. You hoped that knowing the land would give your army an advantage. Unfortunately, the Persians brought enough local guides to surprise even you with their unexpected knowledge of secret paths and hidden ravines.
   - You lose 1 Hoplite in every Region of any Wary Lands and 2 Hoplites in every Region of any Hostile Lands.
   - Mobilization: +1
   - Monster Phase: No

4. The Persian Empire is vast and Xerxes wages many wars. If he’s certain that victory in Greece draws near, he will relocate some of his troops to other fronts.
   - If your Victory Counter is on the left of the Persian Invasion Counter, reduce the Persian Invasion Counter by 1.
   - Mobilization: +3
   - Monster Phase: No

5. Xerxes’ spies know how to damage your reputation. False witnesses spring out in all Persian-controlled territories, accusing you of incompetence, cowardice, drunkenness and practicing black magic.
   - Lower the Population Attitude by one in every Land where the Persians have at least one Control Token.
   - Mobilization: +2
   - Monster Phase: Yes

6. In the face of such overwhelming odds, even the boldest kings lose their courage. Many cities recall the troops they have pledged to your cause, making their own preparations for defense. Your loyal officers do their best to stop this outflow, but they can’t be everywhere at once.
   - You lose half of your Allied (yellow) Hoplites rounded up in every Region where you have no Loyal (blue) Hoplites.
   - Mobilization: +1
   - Monster Phase: No

7. Rumor has it that some of Xerxes’ saboteurs took the long route through the mountains and emerged in Acarnania. Time will tell what damage they can do.
   - Play out the Spying Phase and place a Spy in Acarnania.
   - Mobilization: +1
   - Monster Phase: Yes

8. Your quest to rally the people of Greece sometimes puts you in danger. The city you have now arrived in proves particularly hostile. As soon as you cross the gate, stones and loud curses rain down. You depart, your body and dignity equally bruised.
   - Your Hero receives 1 Injury if he’s in a Wary Region, or 2 Injuries if he’s in a Hostile Region.
   - Mobilization: +2
   - Monster Phase: Yes

9. Riots incited by Xerxes’ provocateurs spread like wildfire. You receive reports of peasant mobs attacking your own soldiers throughout the land.
   - You lose 1 Hoplite in every Region of any Wary Lands and 2 Hoplites in every Region of any Hostile Lands.
   - Mobilization: +2
   - Monster Phase: Yes

10. Xerxes has managed to smuggle in some of his best spies by sea and put them right under your nose, far from the frontline.
   - Play out the Spying Phase. Place a Spy in Elis.
   - Mobilization: +1
   - Monster Phase: No

11. The Persians don’t care about our gods. They do, however, care about stone they could use to build bridges, watchtowers or fortresses.
   - Destroy 1 level of the highest Monument within Regions controlled by the Persian Empire.
   - Mobilization: +1
   - Monster Phase: Yes

12. Xerxes’ troops found it funny to break off marble phallices from statues of Dionysus scattered throughout the land. Greek farmers were not amused.
   - If your Victory Counter is on the left of the Persian Invasion Counter, reduce the Persian Invasion Counter by 1.
   - Mobilization: +3
   - Monster Phase: No

13. It turns out that the young wife of the Acarnanian king comes from a noble Persian family. You’re sure she secretly works for Xerxes, but you still can’t risk removing her.
   - Play out the Spying Phase. Place a Spy in Acarnania.
   - Mobilization: +1
   - Monster Phase: Yes

14. When Persians conquered their first provinces, most Greeks expected looting and slaughter. Xerxes was wise to avoid that. Instead, he lowered the taxes, converting many citizens to his cause.
   - Lower the Population Attitude by one in every Land where the Persians have at least one Control Token.
   - Mobilization: +2
   - Monster Phase: No

15. The Persian army has soldiers from many exotic lands. Xerxes unleashed cohorts of his horse archers from the far east, who now wreak havoc everywhere our presence is not strong enough.
   - You lose 1 Hoplite in every Region of any Wary Lands and 2 Hoplites in every Region of any Hostile Lands.
   - Mobilization: +1
   - Monster Phase: Yes

16. They say a mysterious hooded stranger arrived in Euboea. Local militia tried to apprehend him, but he turned them all to stone. He must be one of Xerxes’ magicians.
   - Play out the Spying Phase. Place a Spy in Euboea.
   - Mobilization: +1
   - Monster Phase: No

17. Panic strikes your armies. Soldiers tell horrific stories about the Immortals—Xerxes’ personal guards who are said to be immune to any weapons and drink human blood. You arrange for one of the Immortals to be captured and publicly executed, but your show comes too late.
   - You lose half of your Allied (yellow) Hoplites rounded up in every Region where you have no Loyal (blue) Hoplites.
   - Mobilization: +1
   - Monster Phase: Yes

18. It seems that the gods themselves are not too keen to let Greece fall into the Persian hands. Natural disasters strike Xerxes’ armies. You’re not sure whether you should celebrate or be ashamed that the gods doubt you could have won on your own.
   - If your Victory Counter is on the left of the Persian Invasion Counter, reduce the Persian Invasion Counter by 1.
   - Mobilization: +3
   - Monster Phase: No

19. Egyptian grain merchants were a very common sight in ports of Messenia. You were surprised how many of them turned out to be Persian spies.
   - Play out the Spying Phase. Place a Spy in Elis.
   - Mobilization: +1
   - Monster Phase: Yes

20. Your best spy recently returned from Persepolis bearing interesting news. Now his concubine reports that he has started to behave suspiciously. Is it possible that he became a double agent?
   - Play out the Spying Phase. Place a Spy in Euboea.
   - Mobilization: +1
   - Monster Phase: Yes
21. Recent victories slowed the Persian advance. Their commanders are too busy feasting, drinking and looting to pay close attention to your movements. You could use this.
   - If your Victory Counter is on the left of the Persian Invasion Counter, reduce the Persian Invasion Counter by 1.
   - Mobilization: +3
   - Monster Phase: Yes

22. One of the famous oracles recently started to foretell a Persian victory and an age of peace and prosperity that’s supposed to follow. You’re sure she was bought by Xerxes.
   - Play out the Spying Phase. Place a Spy in Attica.
   - Mobilization: +1
   - Monster Phase: No

23. The war ravaged the Greek countryside and many innocents lost their lives during fights between your soldiers and Persians. You were surprised by a delegation of citizens from a conquered region who asked you not to retake their land. They’d rather stay under enemy rule than live through the war again. Cowards!
   - Lower the Attitude by one in every Land where the Persians have at least one Control Token.
   - Mobilization: +2
   - Monster Phase: Yes

24. Persian officials cracked down on dissenters in conquered territories. This is good news! The more soldiers they send after the rebels, the less of them will fight you on the frontline.
   - If your Victory Counter is on the left of the Persian Invasion Counter, reduce the Persian Invasion Counter by 1.
   - Mobilization: +3
   - Monster Phase: No

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**ENDING ACT II**

You win as soon as:
- Your Victory Counter on the Persian Invasion Track reaches 0
- You finish the last turn of the game (revealing the last Used Action Token) and you have more controlled Regions (both blue and yellow) than the Persians
- Persians control 2 full Lands
- One of the Monuments is completely destroyed
- All Persian Control Tokens are removed from the Map.
SHORT TUTORIAL ON HOW TO HANDLE BENT/BROKEN MINIATURES!

Plastic miniatures, when exposed to high temperatures, can become rubbery and misshapen. Once they cool down, they will stay in that form. Sometimes some elements can remain bent, but fixing them is rather easy.

1. Take the bent part
2. Apply a higher temperature (for example hairdryer or hot water)
3. Bend the part back to its proper position
4. Let it cool down and your model will remain in the correct position

Some elements might also get broken. Although very rare, it can happen. If you want to fix it, you can just buy some super glue at local store and follow these instructions.

1. Put a drop of glue on a hard surface which can be stained/destroyed afterwards
2. Dip the broken part into the drop of glue at the point of the break - this will be the contact point
3. Align the broken part back to the model at the point of the breakage and hold for around 1-2 minutes until the glue dries

You can also always contact us about the problem!
Send us an email with pictures at loh@gamefound.com
We will be happy to help/send replacements!

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