

Mythic Battles: Pantheon

Beta Rules

v2.0

Game Terms & General Rules

Keywords

Many words and phrases have specific game meanings. We call these keywords.

All keywords are written in bold, like this: **attack**.

All words in bold are keywords.

If you find a word in bold anywhere in the rules, or on a card or dashboard, then it will be defined in the following alphabetical list.

Active player: the player whose turn it is. There is exactly one **active player** at all times.

Allied: a **unit** is **allied** to another **unit** if both are owned by players that are defined as allied by the scenario.

AoW card: an Art of War card.

Area: an irregularly-shaped space on the game map.

Area attack: this is an **attack** that targets all **units** in an **area** (except the **unit** making the **attack**). Unless otherwise specified, an **area attack** targets both **friendly** and **enemy units**.

Attack: an attempt to **wound** another unit. An attack must have a valid target. What constitutes a valid target depends on how the attack is described – see **friendly** and **enemy**. Unless otherwise specified, an **attack** that targets a single **unit** can only be made against an **enemy**. A **unit** can never target themselves.

Complex action: the actions *Run*, and *Absorb an Omphalos*.

Dashboard: a reference card containing a **unit's stats, talents, and powers**.

Deck: the face down pile of cards that a player can **draw** from.

Discard pile: the face up pile of cards that a player has used.

Draw: to take the top card from your **deck**.

Enemy: a **unit** is an **enemy** to another **unit** if both are owned by opposing players.

Friendly: a **unit** is **friendly** to another **unit** if both are owned by the same player.

God: a type of **unit**. **Gods** and **Titans** are the only types of **unit** that can recruit an army.

Hand: the cards a player has available to use.

Hero: a type of **unit**.

Lead player: the player that takes the first **turn** in every **round**. Determined by the scenario being played.

Monster: a type of **unit**.

Owned/owner: all units that belong to a specific player's army are said to be **owned** by that player. That player is the **unit's owner**. Ownership is therefore to do with who controls a **unit** during a game, not with ownership of the physical game in the real world.

Pass: this is when a player chooses not to take a **turn**. Instead, they draw 2 cards from their deck.

Pool: this is the reserve supply of **tokens** for a **unit's power**. Place such reserve **tokens** on the **unit's dashboard**.

Power: one of a series of skills or abilities that aid a **unit** in battle. **Powers** are often unique. A **unit's powers** are explained on its **dashboard**.

Recall: the process of summoning a unit of troops to the same area as your God.

Recruit: the process of selecting an army; or the process of selecting a unit for that army.

Recruitment Points: the number of points that a player can spend to recruit his army.

RP: the abbreviation of **Recruitment Points**.

Simple action: the actions Move, Attack, and Claim an Omphalos.

Scenario: a way to set up the game. Every game is played using a **scenario**. This lists everything you need to know for that particular conflict, including which map(s) to use, what units are available, how they are deployed, and how each side wins the game.

Stat: a game value used to describe the relative usefulness of a **unit**. Stats are always written in italics with a capital letter. The **stats** are: *Combat Value (CV)*, *Defence*, *Range*, *Move*, and *Vitality*.

Surroundings: a **unit's surroundings** are the **area** it is in, plus all of the adjacent **areas**.

Talent: one of a series of skills or abilities that aid a **unit** in battle. **Talents** are not unique. The complete list of **talents** is on **page XXX**.

Token: a counter used to track a **power's** effect.

Titan: a type of **unit**. **Gods** and **Titans** are the only types of **unit** that can recruit an army. Titans usually reduce the amount of **RP** available to **recruit** their army.

Troops: a type of **unit**. Troops are represented on the board by a group of 2+ miniatures. All miniatures belonging to a unit of **troops** must be in the same **area** at all times.

Turn: a player's **turn** is their chance to act with the **units** in their army.

Unit: a distinct game element. A unit may be defined as **Titan, God, hero, monster, or troops**.

Wound: to reduce the target **unit's** Vitality.

Wounded: a **unit** has been **wounded** when its *Vitality* has been reduced by a successful **attack**. If an **attack** does not reduce the target **unit's** Vitality then it has not been **wounded**.

Rules Hierarchy

Some rules are designed to overwrite others, such as when a **power** bends or breaks the normal rules.

During a game, when two rules contradict each other, the rule with the higher priority is correct.

From highest priority to lowest, the order is:

- Scenario special rule
- **Power** description
- **Talent** description
- Core rules in this book
- Game aid
- Starting guide

If two rules of equal priority appear to contradict each other, the exact wording of them should be checked carefully. They are intended not to conflict in this way. However, if you still believe they do, then the **active** player decides which rule has priority. This ruling applies for the remainder of the game. After the game, you may want to check the online FAQ, or ask on the official forums at <http://agoodplace.forumactif.com>

Sequence of Play

Mythic Battles is played in a series of **rounds**. During each **round**, each player will have a **turn**.

The **scenario** determines the **lead player**. During each **round**, play starts with the **lead player's turn**, and continues clockwise around the table.

Turn Sequence

Every **turn** consists of the following phases. The **active player** must complete each step, in order, unless they are instructed to skip to a later one.

Cards can only be discarded from the player's **hand**.

A) Start of Turn Phase

- 1) Effects of **powers** that were triggered in your previous **turn** and last for 1 **round** end now.
- 2) Decide whether to **pass** or continue.
 - a. **Pass: draw** 2 cards from your **deck** and go to C2.
 - b. **Continue: go to B1.**

B) Action Phase

- 1) **Draw** 1 card from your deck.
- 2) Activate a **unit** at no cost.
 - a. Select a **unit** that has not yet activated in this **turn**.
 - b. Discard 1 activation card for that unit.
 - c. Decide whether to take **simple** or **complex actions** with the **unit**.
 - i. **Simple: go to B2d.**
 - ii. **Complex: resolve 1 complex action** and go to B3.
 - d. Resolve any **powers** that occur at the start of the **unit's** activation.
 - e. Take 1-2 **simple actions** with that **unit**.
 - f. Resolve any **powers** that occur at the end of the **unit's** activation.
- 3) Discard 1 **AoW** card to activate a second **unit**, or go to C1.
 - a. Select a **unit** that has not yet activated in this turn.
 - b. Discard 1 activation card for that unit.
 - c. Decide whether to take **simple** or **complex actions** with the **unit**.
 - i. **Simple: go to B3d.**
 - ii. **Complex: resolve 1 complex action** and go to C1.
 - d. Resolve any **powers** that occur at the start of the **unit's** activation.
 - e. Take 1-2 **simple actions** with that **unit**.
 - f. Resolve any **powers** that occur at the end of the **unit's** activation.

C) End of Turn Phase

- 1) Discard 1 **AoW** card to **recall 1 unit of troops**, or go to C2.
- 2) The player to the left of the current **active player** becomes the new **active player** and starts their **turn** at A1.