Mythic Battles: Pantheon

Beta Rules

v2.1

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: **draw**.

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. If the relevant rule is too long for this summary, the entry will list the key points and refer you to the appropriate page for the full rules.

Activation: the opportunity within a **turn** for a **unit** to act.

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

Active unit: the unit whose **activation** it is. There is never more than one **active unit** at a time, though there can be none.

AoW card: an Art of War card.

Area: an irregularly-shaped space on the game map, bordered by a white line.

Army: the collection of **units owned** by a player.

Assault: a roll of the dice during an *Attack*. Each *Attack* is made up of 2 **assaults** (first and second), with rolls in the second adding to those from the first to make the final total used to calculate success. A re-roll is part of the same **assault** as the result it replaces. See *Attack* on page XXX.

Complete: a **unit** of **troops** is **complete** while it has its full complement of miniatures, as listed on its troop card.

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

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, or if both **owners** are on the same side.

God: a type of **unit**. Unless otherwise specified, whenever a rule refers to **gods**, this includes **titans**.

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 recruited** into 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 abilities that aid or hinder 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**. See page XXX.

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**.

Round: a collection of **turns** – one per player.

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

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.

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

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: *Offence, 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 abilities that aid a **unit** in battle. **Talents** are not unique. The complete list of **talents** is on <mark>page XXX.</mark>

Titan: a type of **unit**. Unless otherwise specified, whenever a rule refers to **gods**, this includes **titans**. **Titans** usually reduce the amount of **RP** available to **recruit** their **army**.

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

Troops: a type of **unit**. **Troops** are initially represented on the board by a group of 2+ miniatures. A **unit** of **troops** that has its full complement of miniatures is **complete**. As long as 1 miniature remains, the **unit** continues in play. 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*.

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**.
   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. A **unit** that is taking a **complex action** cannot use any **talents** or **powers** during their **activation**.
   d. Resolve any **powers** that occur at the start of the **unit's** activation.
   e. Take 0-2 different **simple actions** with that **unit**.
   f. Resolve any **powers** that occur at the end of the **unit's** activation.
3) Choose whether to 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. A **unit** that is taking a **complex action** cannot use any **talents** or **powers** during their **activation**.
   d. Resolve any **powers** that occur at the start of the **unit's** activation.
   e. Take 0-2 different **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.

<<< insert flowchart/diagram of turn sequence >>>

Limit of Activations
A player may **activate** a maximum of 2 **units** in his **turn**.

Talents

Almost every **unit** in Mythic Battles: Pantheon has one or more **talents**, most commonly 3. **Talents** are defined below.

A **talent's** numerical modifiers (such as the +1 *Offence* in *Archer*) only affect a **unit's stats**. They do not modify **powers**.

A **talent's** non-numerical effects (such as *Mighty Throw*) do apply to **powers**.

Using part or all of a **talent** is optional and at the **owner's** discretion.

Archer
This **unit** gains +1 *Offence* for *Attacks* at *Range* 1+.

Block
Non-flying **enemy units** in the same **area** as this **unit** cannot move out of this **area**. No enemy **unit** can *Claim an Omphalos* in this **area**.

A **unit** with the *Block* **talent** ignores these effects.

Bolster
Friendly troops in the same **area** as this **unit** gain +1 *Offence* and +1 *Defence*.

Climb
This **unit** may move onto areas of difficult terrain, such as impenetrable terrain and cliffs.

Close Protection
This **unit** gains +1 *Defence* as long as a **friendly unit** is in the same **area**.

Close Combat
This **unit** gains +1 *Offence* for *Attacks* at *Range* 0.

Force of Nature
If this **unit** is in an **area** containing a ruin or tree model when it makes an *Attack*, you may remove that terrain piece from the board. If a terrain piece is removed, the **unit** gains +1 *Offence* and +1 *Range* until the end of its **activation**.

Gem Collector
This **unit** can *Claim an Omphalos* from anywhere in its **surroundings**.

Guard
If a **friendly unit** in the same **area** as this **unit** is attacked, you may change the target of the *Attack* to this **unit**.

Initiative
This **unit** makes any retaliation *Attack* before its attacker makes their original *Attack*.

After retaliation, this **unit's** attacker may resolve their own *Attack* only if they are still in a position to make it (having sufficient *Range*, for example).

A **unit** with the *Initiative* **talent** ignores these effects.

Leader
At the end of this **unit's activation**, you may choose a **friendly unit** of **troops** in its **area**. Its **owner** may search their **deck** for an activation card for that **unit** and add it to their **hand**.

If the **friendly unit** belongs to the **active player** then it may be **activated** immediately by discarding one of its activation cards, as long as the **active player** has not already **activated** his maximum number of **units** that **turn**. You do not have to discard an AoW card for this activation.

If the **friendly unit** does not belong to the **active player** then it may be **activated** immediately by discarding one of its activation cards. You do not have to discard an AoW card for this activation.

Mighty Throw
This **unit** resolves *Attacks* as normal.

In addition, whenever this **unit** *Attacks*, you may discard blank results from your first assault to throw the target **unit**. Throwing a **hero** or unit of **troops** requires you to discard 1 blank result, while throwing a **monster** or **god** requires 2.

If you discarded sufficient blanks to throw the target unit, the thrown unit drops any omphalos they were carrying, and is then moved into an **area** adjacent to its starting **area**.

Mobility
When **activated**, this **unit** can *Attack* and then *Move*.

Monster Slayer

9

This **unit** may re-roll up to 2 dice when it *Attacks* a **monster**.

Phalanx
This **unit** gains +1 *Offence* and +1 *Defence* as long as it is in the same area as a **complete unit** of **friendly troops**.

Sneak Attack
This **unit** gains +1 *Offence* as long as a **friendly unit** is in the same **area**.

Torment
Range 0 **Attacks** by this **unit** are resolved with -1 *Defence* for the target.