

Mythic Battles: Pantheon

Beta Rules

v2.8

Notes:

Anything with green highlighting is layout notes, and is NOT FOR PRINT.

Anything with yellow highlighting is not yet finished.

Appearance

There are many game terms in Mythic Battles, some of which are also words in normal use. To avoid confusion, we use the following conventions:

Keywords are written in bold, like this: **draw**.

Stats are written in italics with a capital letter, like this: *Offence*.

Powers and **talents** are capitalised, like this: Soul Culling, Leader, and Sentence of Exile.

Actions are written in block capitals, like this: WALK.

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 takes precedence.

From highest priority to lowest, the order is:

- 7) **Scenario** special rule
- 6) **Power** description
- 5) **Talent** description
- 4) Core rules in this book
- 3) Definitions in this book
- 2) Game aid
- 1) 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>

Setting up a Game

Every game of Mythic Battles: Pantheon is set up in the same way, by following these steps:

- 1) Choose a **scenario**.
- 2) **Recruit** an **army** for each player.
- 3) Set up the table.
- 4) Start the game.

Choose a Scenario

The **scenario** book in the core box contains **scenarios** for 2, 3 and 4 players. More **scenarios** are available in the various game expansions, and in the Mythic Battles: Pantheon resources section of the Mythic Games forum.

If the **scenario** to be played is not predetermined by campaign, tournament rules, or other means, each player must roll 1 dice. The player with the highest result chooses which **scenario** to play. In the event of a tie, the youngest tied player chooses.

Recruit an Army

Every player must **recruit** their own **army**.

The **scenario** and number of players determines how many **Recruitment Points** are available for each player.

The **scenario** will also determine the **lead player**, and any limitations on which **units** are available.

Follow these steps:

- 1) Lay out the **dashboards** and troop cards of the available **units** on the table.
- 2) Starting with the **lead player** and moving clockwise around the table, players take turns choosing 1 **divinity** for their **army**.
 - a. When every player has chosen 1 **divinity**, any remaining **divinities** are removed.
 - b. An **army** may never include more than 1 **divinity**.
- 3) Starting with the last player to choose their divinity, and moving anticlockwise round the table; players choose the remainder of their **army**.
 - a. Each time a player gets a turn to choose, they must select a single **unit to recruit** if they can afford one.
 - b. When a player chooses a **unit** for their **army**, they reduce their remaining **RP** by the **unit's RP** cost and take the corresponding **dashboard** or **troop card**.

- c. If a player cannot afford any of the remaining **units**, then all their remaining **RP** are converted to omphalos cards: 1 card for each unspent **RP**.
- d. If a player has no **Recruitment Points** left, the other players continue choosing **units** in order, skipping the player whose recruitment has ended.
- e. Continue anticlockwise around the table as many times as are needed for all players to spend all their **RP**.
- f. Any **units** that were not recruited are removed.

Set up the Table

Follow these steps:

- 1) Place the board(s) required by the **scenario** in the middle of the table. Add any 3D terrain elements, omphalos, and other tokens or miniatures shown on the **scenario** map.
- 2) Place a supply of dice, art of war cards, and omphalos cards beside the board.
- 3) Each player must place in front of them all the **dashboards** and **troop** cards for the **units** they **recruited** into their **army**.
- 4) Each player takes the miniatures that represent the **units** in their **army** and places them on their corresponding **dashboard** or **troop** card.
- 5) Each player takes any tokens required by their **units**, and places them on the corresponding **dashboard** or **troop** card.
- 6) Each player takes the activation cards and art of war cards associated with every **unit** in their **army**, and shuffles them together to form their **deck**.
- 7) The **lead player** takes the spare art of war cards, and deals 3 to every player.
- 8) Each player **draws** 3 cards from their **deck**.
- 9) Each player adds any omphalos cards to their **hand** that they gained from step 3c of recruiting an **army**.
- 10) A player's initial hand is made up of the 3 art of war cards from the supply, plus the 3 random cards from their own **deck**, plus any omphalos cards they gained because they could not spend all their **RP**.

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) **Draw** 1 card from your **deck**.
- 3) Decide whether to **pass** or continue. If you choose **pass**, you may **draw** a second card from your **deck** and then must immediately end your **turn** (go to D2).

B) First Activation Phase

- 1) Choose whether to activate a **unit**, or go to D1.
- 2) Discard 1 of that **unit's** activation cards from your **hand**.
- 3) Decide whether the **unit** will take:
 - a. 0-2 **simple actions** (go to B4), or
 - b. 0-1 **complex action** (go to B7).
- 4) Resolve any **powers** that occur at the start of the **unit's** activation.
- 5) Resolve 0-2 different **simple actions** with that **unit**.
- 6) Resolve any **powers** that occur at the end of the **unit's** activation (go to C1).
- 7) Resolve 0-1 **complex action**, then immediately end the **unit's activation** (go to C1). During their **activation**, a **unit** that is taking a **complex action** is treated as having no **talents** at all, and only **permanent powers**.

C) Second Activation Phase

- 1) Choose whether to discard 1 art of war card to activate a second **unit**, or go to D1.
- 2) Discard 1 of that **unit's** activation cards from your **hand**.
- 3) Decide whether the **unit** will take:
 - a. 0-2 **simple actions** (go to C4), or
 - b. 0-1 **complex action** (go to C7).
- 4) Resolve any **powers** that occur at the start of the **unit's** activation.
- 5) Resolve 0-2 different **simple actions** with that **unit**.
- 6) Resolve any **powers** that occur at the end of the **unit's** activation (go to D1).

- 7) Resolve 0-1 **complex action**, then immediately end the **unit's activation** (go to D1). During their **activation**, a **unit** that is taking a **complex action** is treated as having no **talents** at all, and only **permanent powers**.

D) End of Turn Phase

- 1) Decide whether or not to discard 1 art of war card to **recall** 1 **unit** of **troops**. See **page XXX**.
- 2) **Active player** status passes to the left. The new **active player** starts their **turn** at A1.

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

Limit of Activations

A player may **activate** a maximum of 2 different **units** from their own **army** in each of their **turns**.

In addition, in games with 3 or more players, the Leader **talent** may allow a player the option of activating further **units** from friendly **armies**.

A **unit** cannot activate more than once a **turn**.

Actions

There are 6 actions to choose from, divided into two types: **simple** and **complex**.

Simple actions:

- WALK
- ATTACK
- CLAIM

Complex actions:

- RUN
- ABSORB
- ENTER

A **unit** can do either 0-2 different **simple actions**, or 0-1 **complex action** per **activation**.

A **unit** cannot ATTACK then WALK in the same **activation**.

Each action must be completed before the next is begun.

The following detailed descriptions are grouped into 3 families, based on the focus of the action:

- Moving (WALK, RUN, ENTER),
- Attacking (ATTACK)
- Omphalos (CLAIM, ABSORB).

Moving

All **units** fall into one of the following movement types:

Land Units

A **unit** is a land **unit** unless it is marked otherwise. Land **units** are subject to all terrain effects.

Aquatic Units

Aquatic **units** are marked with a trident on their **dashboards** or **troop cards**. They gain +1 *Movement* for WALK or RUN actions if they start in, and only enter, aquatic **areas**.

Aquatic **units** ignore all penalties for aquatic terrain. They are subject to all other terrain effects.

Flying Units

Flying **units** are marked with a bird on their **dashboards** or **troop cards**. They ignore all terrain effects, including beneficial ones.

Flying **units** ignore **obstacles** when making an ATTACK at *Range* 1+.

WALK (Simple Action)

During a WALK action, a **unit** can enter a number of **areas** equal to, or less than, its *Movement*. Each new area must be adjacent to the previous one.

A **unit's** WALK ends as soon as it enters an **area** containing one or more **enemy units**.

A **unit** cannot enter a **full area**.

RUN (Complex Action)

During a RUN action, a **unit** can enter a number of **areas** equal to, or less than, its *Movement* +1. Each new area must be adjacent to the previous one.

A **unit's** RUN ends as soon as it enters an **area** containing one or more **enemy units**.

A **unit** cannot enter a **full area**.

ENTER (Complex Action)

ENTER is short for ENTER the battlefield.

If a **unit** starts the game off the battlefield, its first action must be ENTER.

During an ENTER action, a **unit** is placed in their army's deployment zone, as defined by the **scenario**. The **unit's activation** then ends.

A **unit** cannot enter a **full area**.

A **unit** can only use **talents** or **powers** if it has previously taken an ENTER action.

A **unit** can only leave the battlefield if it is **destroyed**.

Attacking

All fighting, or other non-automatic wound-causing effects, are resolved by using the ATTACK action. The type of weapon or effect involved makes no difference to the process.

ATTACK (Simple Action)

During a basic ATTACK action, a **unit** resolves a combat sequence against a single target **unit**.

Combat sequence

Complete each step before moving on to the next.

- 1) Choose a target for the ATTACK.
- 2) Declare any Guard. See **page XXX**.
- 3) Declare and resolve **retaliation** by a target that has Initiative (if the ATTACKER does not).
- 4) Resolve the original ATTACK.
- 5) Declare and resolve **retaliation** by a target that does not have Initiative (or when both ATTACKER and target have Initiative).

Choose a Target

A **unit** must choose an **enemy unit** as its target.

A **unit** can always choose an **enemy unit** in the same **area** (*Range 0*) as its target.

A **unit** can only choose a target that is outside its **area** if the target is both visible and in *Range*.

A target is visible if no **obstacles** are in the way. To check this, imagine a straight line joining the centre marks of the ATTACKER'S and target's **areas**. An **area** is an **obstacle** if it contains an **enemy unit**, or any 3D terrain. You can ATTACK into an **obstacle**, but never through one.

<<<< insert obstacle/LOS diagram >>>>

A target is in *Range* if the ATTACKER's *Range* is equal to, or greater than, the shortest distance to it. Count the distance the same way you count movement. You do not have to follow a straight line.

A **unit** with *Range 0* can only target **enemy units** in their own **area**.

<<<< insert Range diagram >>>>

If a potential target's **area** is **full**, then an **adjacent** ATTACKER may choose whether they want to ATTACK it from the **area** they are in (requiring *Range 1*), or as if they were in the target's own **area** (*Range 0*). If the ATTACKER chooses

the second option, then all normal rules for a *Range 0* ATTACK apply. For example, a friendly **unit** could Guard the target, and a flying target could evade.

In either case, do not move the ATTACKER.

Retaliation

A **unit** can only **retaliate** if is the target of a *Range 0* ATTACK.

The **owner** of the target **unit** must discard 1 of its activation cards in order to **retaliate**.

A **retaliation** can only be made against the ATTACKING **unit** that triggered it.

Retaliation is always *Range 0*, regardless of the **unit's stats**, or any applicable **talents**, or **powers**.

A **unit retaliates** using the *Offence* it has when the applicable step is reached in the combat sequence. A **unit** that has been destroyed in a previous step cannot **retaliate**.

A **retaliation** is resolved in the same way as an ATTACK, and counts as an ATTACK for purposes of interacting with **talents** and **powers**. The only difference is that a **unit** cannot **retaliate** against a **retaliation**.

A **unit** cannot **retaliate** more than once per **turn**.

Resolving an ATTACK

Complete each step before moving on to the next.

- a) Starting with the **active player**, the **owners** of both **units** declare any **talents** or **powers** they will use in the ATTACK.
- b) Calculate the effective *Offence* of the ATTACK.
- c) Calculate the effective *Defence* of the target **unit**.
- d) The ATTACKER must roll dice for the first assault.
- e) The ATTACKER may roll dice for the second assault.
- f) Apply any wounds to the target.

Effective Offence/Defence

This is the value of the **unit's stats** after any applicable modifiers have been taken into account.

First Assault

Roll a number of dice equal to the effective *Offence* of the ATTACKING unit.

Any blank results are immediately removed.

Each remaining dice is considered individually. Each one that equals or exceeds the effective *Defence* of the target **unit** causes a **wound**.

Any remaining dice that do not cause a **wound** may be set aside. Each dice that is set aside adds +1 to the result of one remaining dice. The modifier is always +1, regardless of the original result of the dice. This process can be repeated as many times as the ATTACKER chooses. Dice that are set aside take no further part in thar ATTACK.

For example, the target is a **unit** with an effective *Defence* of 4. The ATTACKER has an effective *Offence* of 6. The initial roll for the ATTACK is blank, 2, 2, 3, 4, and 5.

<<<< insert graphic showing initial roll >>>>

The blank is removed. The 4 and 5 equal or exceed the target *Defence*, and so cause 2 **wounds**.

<<<< insert graphic showing blank crossed out and 4 and 5 with blood splat or whatever over them to show wound >>>>

One of the dice showing a 2 can be set aside to add +1 to the 3, increasing that to a 4 as well. This now equals the target *Defence*, so causes a third **wound**. This leaves a single result of a 2, which is wasted.

<<<< insert graphic showing 2 being sacrificed to make a 4 from the 3, and a blood splat or whatever over it to show wound >>>>

Any dice that rolled 1-4 and are not set aside to modify results of the first **assault** may be saved to modify the results of the second **assault**.

Second Assault

The ATTACKER may choose to re-roll any of the first **assault's** dice that rolled, or were modified to, a 5. Decide how many to re-roll, and roll the dice all at once.

Any blank results are immediately removed.

Each remaining dice is considered individually. The results of any remaining dice are added to the 5 from the first **assault**. Each one that equals or exceeds the effective *Defence* of the target unit causes a **wound**.

For example, an ATTACK has generated three 5s in the first **assault**. In the second **assault** the roll is blank, 2, and 5. The totals of the dice are: 5 + blank = removed, 5 + 2 = 7, and 5 + 5 = 10.

<<<< insert graphic showing this roll and the sums >>>>

Any remaining dice that do not cause a **wound** may be set aside. This includes any unsuccessful dice that were saved from the first **assault**. Each dice that is set aside adds +1 to the result of one remaining dice. The modifier is always +1, regardless of the original result of the dice. This process can be repeated as many times as the ATTACKER chooses. Dice that are set aside take no further part in this ATTACK.

For example, the target is a **unit** with an effective *Defence* of 7. The ATTACKER has an effective *Offence* of 5. The initial roll for the ATTACK is 1, 2, 3, 4 and 4.

<<<< insert graphic showing initial roll >>>>

As is often the case, there are several ways to use this result. Two options are:

- Set aside the 1, 2, and 3 to add a total of $+1 +1 +1 = +3$ to turn one of the 4s into a 7. This will cause 1 **wound** to the target. The second 4 will be wasted.
- Set aside the 1 and the 2 to add +1 to each 4, making them a pair of 5s. Save the 3 for a second assault.

<<<< insert graphic showing both options>>>>

If the first option was chosen, the ATTACK ends there, with no second **assault**. If the second option was chosen then a second **assault** is needed.

The first assault generated 2 results of 5, so roll 2 dice. Remember that a spare 3 was saved from the first **assault**. The roll is 1 and 4, resulting in totals of $5 + 1 = 6$, and $5 + 4 = 9$.

The 9 causes a **wound** as it is more than the effective *Defence* of 7.

The 3 that was saved from the first **assault** can be set aside to add +1 to the 6. This makes it a total of 7, which equals the effective *Defence* and causes a second **wound**.

<<<< insert graphic showing second assault rolls and totals (with added +1). >>>>

Wounds & Destroyed Units

The effect of wounds on a target depends on its **unit** type.

Divinities, **heroes** and **monsters** lose a point of *Vitality* for each **wound** they suffer. The owning player moves the dashboard's stat clip down a number of

lines equal to the number of **wounds** suffered, in order to reveal the unit's new *Vitality* and other **stats**.

When a **divinity, hero** or **monster unit's** *Vitality* reaches 0, the **unit** is **destroyed**. Remove the miniature representing the **unit** from the board, and place its dashboard to one side. A **destroyed** unit drops its **claimed** omphalos.

Troops have 1 miniature removed from the board for each **wound** they suffer. Place these miniatures on the **troop** card in front of the **owner**. When the last miniature is removed, the **unit** is **destroyed**. A **destroyed** unit drops its **claimed** omphalos. Leave the **troop** card and miniatures in front of the **owner**.

Whatever the type of target **unit**, damage in excess of that needed to **destroy** the **unit** is wasted.

A **destroyed unit's** activation and art of war cards remain in play.

Area ATTACK

An **area** ATTACK is available to some **units** as their ATTACK action.

An **area** ATTACK targets all **units** in an **area** (except the **unit** making the **attack**).

The target **area** must contain at least 1 **enemy unit**. The **area** may also contain **friendly units**. The **area** itself is not ATTACKED.

Resolve a separate combat sequence against each target in the **area**, one at a time, in an order chosen by the ATTACKER. Continue to do this until either the ATTACKER is no longer in a position to ATTACK, or all original target **units** have been ATTACKED once.

A target cannot **retaliate** against an **area** ATTACK.

If an **area** ATTACK targets a **friendly unit**, the ATTACK against that target is resolved by the enemy player as if they **owned** the ATTACKING unit. They may not spend art of war cards, but can otherwise freely decide which **talents** and **powers** they use.

Multiple ATTACK

A multiple ATTACK is available to some **units** as their ATTACK action.

A multiple ATTACK allows the ATTACKER to choose 2 or more **enemy units** as targets with a single ATTACK action. Declare all the target **units** before resolving any ATTACKS.

Resolve a separate combat sequence against each target in the **area**, one at a time, in an order chosen by the ATTACKER. Continue to do this until either the ATTACKER is no longer in a position to ATTACK, or all original target **units** have been ATTACKED once.

A target cannot **retaliate** against a multiple ATTACK.

Omphalos

Each omphalos that is still on the board is either **claimed** or **unclaimed**.

Claimed

An omphalos is **claimed** if it has been the target of a CLAIM action, and has not subsequently been dropped.

Unclaimed

An omphalos is **unclaimed** if it has either never been the target of a CLAIM action, or has subsequently been dropped.

Dropping Omphalos

When a **unit** drops an omphalos, it is placed on the board in the **unit's area**. It is now **unclaimed**.

CLAIM (Simple Action)

CLAIM is short for CLAIM an omphalos.

A **unit** can CLAIM 1 **unclaimed** omphalos from their **area**.

To show that an omphalos has been **claimed**, place it on the base of one of the **unit's** miniatures. The **claimed** omphalos remains on the miniature's base until it is dropped, or becomes the target of an ABSORB action.

A **unit** can have up to 1 **claimed** omphalos at a time.

A **unit** may drop its **claimed** omphalos at any time during its **activation**. This does not cost an action.

A **destroyed** unit drops its **claimed** omphalos.

ABSORB (Complex Action)

ABSORB is short for ABSORB an omphalos.

Only a **divinity** can ABSORB.

A **divinity** can ABSORB 1 omphalos of their choice from their **area**, as long as the omphalos is either **unclaimed**, or **claimed** by a **friendly unit**.

When a **divinity** ABSORBS an omphalos, place the omphalos on the **divinity's** dashboard. The owning player then takes an omphalos card from the supply and adds it to their **hand**.

Art of War Cards

Art of war cards are the currency with which a player can buy manoeuvres. Other game effects may also cost art of war cards.

Whatever the cause, a cost of 1 art of war card can be paid for by discarding from their hand either:

- 1 art of war card.
- 1 omphalos card.
- 2 activation cards from previously **destroyed, non-troop units**.

If 2 or more art of war cards must be discarded for a single cause, this cost may be paid with a mix of these options.

Manoeuvres

Manoeuvres are special actions that are in addition to a player's **turn**, and may happen outside it.

A player must pay for each **manoeuvre** by discarding the specified number of art of war cards from their hand.

There are 6 different **manoeuvres** to choose from.

Each **manoeuvre** can only be bought once per **turn** (regardless of whose **turn** it currently is). However, note that each different **power** that is invoked counts as a different **manoeuvre**.

Manoeuvre	When allowed?	Art of War card cost	Effect
Draw Cards	During steps B and C of the player's own turn .	1	The player may draw up to 2 cards from their deck .
Search for Card	Any time.	1	The player may search through their deck , and take 1 card of their choice. They must then reshuffle their deck .
Second Activation	During step C1 of a player's own turn .	1	The player may activate a second unit . See the sequence of play on page XXX .
Recall	During step D1 of a player's own turn , if their divinity's area is not full .	1	The player may recall a unit of troops that has previously taken an ENTER action during this game. Regardless of their current state or position, even if they are no longer in play, the complete unit is placed in the same area as its divinity . Troops drop claimed omphalos before they are recalled. Any tokens on the troops are removed and their effects cancelled.
Invoke Power	As described in individual power description on the	Varies	As described in individual power description on the dashboard . Each power

	dashboard.		counts as a different manoeuvre.
Evade	When a flying unit in the player's army is declared to be the target of a <i>Range 0</i> ATTACK (including an area ATTACK), and before any dice are rolled.	1	The flying unit cannot be the target of this or any other <i>Range 0</i> ATTACK by a non-flying unit for the remainder of the current turn. The unit making the ATTACK may choose a different target if one is available. If no alternative targets are available then the action is taken, but wasted.

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 the effects of **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.

In all cases in this list, the term "this **unit**" refers to the **unit** that has the **talent** being described.

Archer

This **unit** gains +1 *Offence* for ATTACKs at *Range* 1+.

Block

Non-flying enemy units in the same **area** as this **unit** cannot take WALK or RUN actions. No enemy **unit** can CLAIM an omphalos that is 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 miniature when it makes an ATTACK, the **owner** may remove that terrain piece from the board. If this **unit's** Force of Nature **talent** causes a terrain piece to be removed, this **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

If this **unit** discards an activation card to make a **retaliation** ATTACK, then this is resolved 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**, its **owner** may choose a **friendly unit** of **troops** in the same **area** as the Leader. The **friendly unit's 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. This Leader **activation** counts towards the maximum number of **unit activations** allowed for the **turn**. This **activation** does not require an art of war card to be discarded.

If the **friendly unit** does not belong to the **active player** then it may be **activated** immediately by discarding one of its activation cards. This Leader **activation** does not count towards the maximum number of **unit activations** allowed for the **turn**. This **activation** does not require an art of war card to be discarded.

Mighty Throw

This **unit** resolves ATTACKs as normal, with the exception of blank results.

In addition to potentially causing **wounds**, whenever this **unit** ATTACKs, the **owner** may discard blank results from the first **assault** to throw the target **unit**. Throwing a **hero** or unit of **troops** requires the **owner** to discard 1 blank result, throwing a **monster** or **god** requires 2, and throwing a **titan** requires 3.

If the **owner** discarded sufficient blanks to throw the target **unit**, then the target **unit** drops any **claimed** omphalos before it is thrown. Then the **owner** of the throwing **unit** moves the target **unit** one **area**. A **unit** cannot be thrown into Cliff or Rocks **areas**.

A **unit** may be thrown even if it has been **destroyed** by the ATTACK.

Mobility

When **activated**, this **unit** can ATTACK and then WALK.

Monster Slayer

This **unit** may re-roll up to 2 dice from its first **assault** when the target of its ATTACK is a **monster**. Re-roll any dice before you set any aside and calculate totals.

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.

Game Terms

Keywords, **stats**, and other important game terms and conventions are defined in the following alphabetical list. If the explanation is too long for this summary, the entry lists the key points and refers you to the appropriate page for the full rules.

ABSORB: short for ABSORB an omphalos - a **complex action**. See [page XXX](#).

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

Active player: the player whose **turn** it is. There is exactly 1 **active player** at all times.

Active unit: the unit whose **activation** it is. There is never more than 1 **active unit** at a time, though there can be none.

Adjacent area: two areas are adjacent when they share a common border.

Area: an irregularly-shaped space on the game map, surrounded by a line. In the centre are a symbol for the area's terrain type, and a number for the **capacity**.

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 potentially 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](#).

ATTACK: a **simple action**. See [page XXX](#).

Capacity: the maximum number of **units** that can occupy an **area**.

CLAIM: short for CLAIM an omphalos - a **simple action**. See [page XXX](#).

Claimed: an omphalos that has been the target of a **CLAIM** action, and has not subsequently been dropped.

Complete: a **unit of troops** is **complete** while it has its full complement of miniatures, as listed on its troop card. A **unit of troops** must be **complete** in order to use its **talents**.

Complex action: the actions **RUN**, **ABSORB**, and **ENTER**.

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.

Defence: a **stat** that denotes how difficult it is to wound the unit. See [page XXX](#).

Deployment zone: the only **areas** of the map through which a specific player's **units** may ENTER the battlefield.

Destroyed: a **unit** that has lost its last miniature (**troops**) or has had its *Vitality* reduced to zero or less. Miniatures representing destroyed **troop units** are placed back on their **troop** card. Miniatures from other **destroyed units** are placed back in the box. Pairs of activation cards belonging to **destroyed non-troop units** may be used as art of war cards.

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

Divinity: a **god** or a **titan**.

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

Enemy: a **unit** is an **enemy** to another **unit** if both are **owned** by opposing players. A **unit** that is not **enemy** is a **friendly unit**.

ENTER: short for ENTER the battlefield - a **complex action**. See **page XXX**.

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. A **unit** that is not **friendly** is an **enemy unit**. A **unit** is always **friendly** to itself.

Full: an **area** that contains a number of **units** equal to its **capacity**. This maximum cannot be exceeded. A **unit** cannot enter a **full area** by any means.

God: a type of **unit**. **Gods** and **titans** are collectively known as **divinities**.

Hand: the cards a player has available to use.

Hero: a type of **unit**.

Keyword: an important word or phrase with a specific game meaning, often used by other rules. Keywords are always written in bold, like this: **unit**.

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

Miniature: a small sculpture used as a playing piece in the game. It may stand for one of the units in an army, or as a piece of 3D terrain.

Monster: a type of **unit**.

Movement: a **stat** that denotes the number of **areas** the **unit** travels when they WALK or RUN. See **page XXX**.

Non-flying unit: a land or aquatic **unit**.

Obstacle: an **area** that a **unit** cannot make a *Range* 1+ ATTACK through.

Offence: a **stat** that denotes the number of dice the **unit** rolls for its first **assault** in an ATTACK. See [page XXX](#).

Omphalos: these crystals are the essence of divine force. They were scattered across Greece when the **titans** destroyed Olympus, and are all that remains of dead **gods**. They are represented in the game by red gems.

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 an in-game concept, and is unrelated to ownership of the physical game in the real world.

Pass: when a player chooses to **draw** a second card instead of having the option to **activate** or **recall units**.

Permanent: a type of **power**. These are the only **powers** that remain in effect when a **unit** makes a **complex action**.

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

Power: an ability that aids or hinders a **unit** in battle. **Powers** are often unique. A **unit's powers** are explained on its **dashboard**.

Range: a **stat** that denotes the maximum distance (in **areas**) at which the **unit** may make an ATTACK. *Range 0* is the **area** the **unit** is in. Also, the distance (in **areas**) between **units**. See [page XXX](#).

Recall: the process of summoning a **unit of troops** to the same **area** as your **divinity**. This **unit** must have previously ENTERED the battlefield. 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**.

Retaliation: an out of sequence counter-ATTACK that can be bought for a target **unit** by discarding an activation card. See [page XXX](#).

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

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

RUN: a **complex action**. See [page XXX](#).

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 among other things, which map(s) to use, what **units** are available, how they are deployed, and how each side wins the game. See **page XXX** of the scenario book.

Simple action: the actions WALK, ATTACK, and CLAIM.

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, Movement, and Vitality*. Modifiers cannot reduce stats below 0, or raise them above 10. *Vitality* may start above 10.

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

Talent: an ability that aids a **unit** in battle. **Talents** are not unique. The names of a **unit's talents** are listed on its **dashboard** or **troop** card. See **page XXX**.

Titan: a type of **unit**. **Titans** and **gods** are collectively known as **divinities**.

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 is on the board, the **unit** remains in play. All surviving 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 either **pass** or act with the **units** in their army.

Unclaimed: an omphalos that has either never been the target of a CLAIM action, or has subsequently been dropped.

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

Vitality: a **stat** that denotes the amount of damage a **unit** can withstand before it is removed. See **page XXX**.

WALK: a **simple action**. See **page XXX**.

Wound: to reduce the target **unit's Vitality** (**divinities, heroes, monsters**) or number of miniatures on the board (**troops**).