

# Mythic Battles: Pantheon

## Beta Rules

v2.9

### 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. For a full list, see [page XXX](#).

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 1, 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.

### Winning The Game

Each scenario has its own victory conditions. These are defined as part of each scenario's description, and are not always the same for each player. Make sure that all players know their own victory conditions before the game starts.

### 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 to spend on their **army**.

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 a player chooses a **divinity** for their **army**, they reduce their army's available **RP** by the **divinity's RP** cost and take the corresponding **dashboard**.
  - b. When every player has chosen 1 **divinity**, any remaining **divinities** are placed **back in the box**.
  - c. 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 army's available **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: take 1 card for each unspent **RP**. These will form part of the player's starting **hand**.
  - 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 placed **back in the box**.

### 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 sets of tokens required by their **units**, and places them on the corresponding **dashboard** or **troop card**.
- 6) Each player takes the activation cards for every **unit** in their **army**. Then each player counts the total *Strategic Value* of all of those **units**, and takes that many art of war cards. Finally, each player shuffles these activation and art of war cards 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**.

#### Inactive Players

While a player is not active, their only options are:

- Use the search for a card manoeuvre.
- Use **retaliate** or evade to respond to one of their **units** being the target of an **ATTACK**.
- Activate a **unit** of **troops**, if the **active player** is **friendly**, and designates one of the inactive player's **units** with their Leader.

#### Resolving Timing Clashes

If two or more powers (or any other effects) happen during the same step, the **active player** decides the order in which they will be resolved. Each one must be resolved entirely before the next begins.

#### When a Player's Deck Runs Out

When one player cannot **draw** a card because their **deck** has run out, the game pauses. All players refresh their **decks**, using the following steps:

- 1) Each player keeps their current **hand**.
- 2) Each player adds their entire remaining **deck** to their **hand**.
- 3) Each player shuffles their discard pile to form a new **deck**.
- 4) Each player **draws** 3 cards.

- 5) The player that triggered the pause **draws** any cards he was previously unable to.
- 6) Play resumes from the point it paused.

## Actions

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

### Simple actions:

- WALK
- ATTACK
- CLAIM

### Complex actions:

- RUN
- ABSORB
- DEPLOY

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

A **unit** cannot ATTACK after it has taken a WALK action in the same **activation**.

Each action must be completed before the next is begun.

The following detailed descriptions are split into 3 groups, based on the focus of the action:

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

## Moving

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

### Land Units

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

### Fireproof Units

Fireproof units are marked with a XXXXX <<< insert icon >>>> on their **dashboards** or **troop cards**.

Fireproof **units** ignore all terrain effects of both dormant and erupting lava. They are subject to all other terrain effects.

### Aquatic Units

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

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

### Flying Units

Flying **units** are marked with a bird <<< insert icon >>>> on their **dashboards** or **troop cards**. They ignore all terrain effects.

## WALK (Simple Action)

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

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**.

During their **activation**, a **unit** that is taking a **complex action** is treated as having no **talents** at all, and only **permanent powers**.

#### **DEPLOY (Complex Action)**

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

During a DEPLOY 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 DEPLOY into an **area** it could not WALK into.

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

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

During their **activation**, a **unit** that is taking a **complex action** is treated as having no **talents** at all, and only **permanent powers**.

<<< Terrain would be best on its own double page spread. It needs to sit between movement and combat because it modifies both. Please include images and the centre mark icon for each type of terrain. >>>>

### Terrain Types

Each **area** is a single terrain type.

The centre mark icon in each **area** shows its terrain type.

Some terrain has 3D elements. The terrain effects are only applicable if at least one of these 3D elements remains in the **area**. If all of these 3D elements are removed, the **area** is treated as open ground for the remainder of the game.

Terrain effects of **areas** that do not have 3D terrain elements always apply.

If a **unit** type (see **page XXX**) is described as ignoring terrain effects of a particular terrain type, all paragraph(s) starting with "Terrain effect" are considered not to exist. The terrain remains an **obstacle** if it normally is one.

The following list describes the terrain effects of each terrain type.

#### Cliff

This area is an **obstacle**.

3D elements: none.

Terrain effect: **units** cannot WALK, RUN, or DEPLOY into this **area**.

#### Forest

This area is an **obstacle**.

3D elements: trees.

Terrain effect: **units** in this **area** gain +1 *Defence* against any ATTACK by a flying **unit**, or any ATTACK at *Range* 1+.

#### Lava - Dormant

3D elements: none.

Terrain effect: a **unit** cannot end a **turn** in this **area**. If a **unit** enters an **area** of dormant lava, they become the target of a 5 dice ATTACK. The **unit** is then moved 1 **area** into any adjacent non-lava **area** chosen by the opposing player.

### *Lava - Erupting*

3D elements: none.

Terrain effect: a **unit** cannot WALK, RUN or DEPLOY into erupting lava. If a **unit** enters an **area** of erupting lava, they become the target of a 7 dice ATTACK. The **unit** is then moved 1 **area** into any adjacent non-lava **area** chosen by the opposing player.

### *Open Ground*

3D elements: none.

Terrain effects: none

### *Rift*

3D elements: none.

Terrain effect: **troops** and **heroes** treat this **area** as open ground.

Terrain effect: **divinities** and **monsters** must not end their **activation** in this area. They may only move into a rift **area** along the path of skulls (see the map), and only if they are able to leave in the same **activation**. Each rift **area** costs 2 of the **unit's** *Movement* to enter.

### *Rocks*

This area is an **obstacle**.

3D elements: large rocky outcrop. This 3D element cannot be removed.

Terrain effect: **units** cannot WALK, RUN, or DEPLOY into this **area**.

Terrain effect: **units** in this **area** gain +1 *Offence*, +1 *Range*, and ignore **obstacles** when determining whether a target is visible or not.

### *Ruins*

This area is an **obstacle**.

3D elements: ruined columns.

Terrain effect: **units** in this **area** gain +1 *Defence* against a *Range 0* ATTACK.

### *Sand Dunes*

This area is an **obstacle**.

3D elements: none.

Terrain effect: none.

### *Stairs*

3D elements: none.

Terrain effect: **units** in this **area** gain +1 *Offence*, +1 *Range*, and ignore **obstacles** when determining whether a target is visible or not.

### *Stormy Seas (Aquatic)*

3D elements: none.

Terrain effect: the only action possible for **units** in this **area** is to RUN a maximum of 1 **area**.

### *Swamps (Aquatic)*

3D elements: none.

Terrain effect: the only action possible for **units** in this **area** is to WALK or RUN a maximum of 1 **area**.

Terrain effect: **units** in this **area** suffer -1 *Defence* against *Range* 1+ ATTACKS.

### *Wall*

This area is an **obstacle**.

3D elements: none.

Terrain effect: no **unit** can enter this **area** by any means.

### *Water (Aquatic)*

3D elements: none.

Terrain effect: **units** in this **area** cannot use any talents.

Terrain effect: **units** in this **area** can only use passive or permanent powers.

<<< Terrain would be best on its own double page spread. It needs to sit between movement and combat because it modifies both. >>>

## 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.

### Flying Units

Flying **units** are marked with a bird  on their **dashboards** or **troop cards**.

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

All **Units** ignore **obstacles** when making a *Range* 1+ ATTACK if the target is a flying **unit**. This rule does not apply to multiple or **area** ATTACKS.

Flying **units** may also evade *Range* 0 ATTACKS. See [page XXX](#).

### 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 any **unit**, or any 3D terrain. You can ATTACK out of an **obstacle**, or into an **obstacle**, but never through one.



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 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 flying target could evade. In either case, do not move the ATTACKER.

<<<<< insert ATTACK vs full area diagram >>>>>

### *Declare any Guard*

Only the owner of the target **unit** can declare a Guard. Only one unit may Guard each target.

Guard changes the target of an ATTACK. If Guard is used, the ATTACK is resolved against the new target exactly as if it had been the original one.

Guard may be used more than once in the same turn. This may be to Guard the same unit from more than one ATTACK, to Guard several different units from ATTACK, or a combination of the two.

Guard may be used against a multiple or **area** ATTACK.

Guard cannot be used against a **retaliation**.

For example, a Guard is in an **area** with **friendly units** A and B. If an **enemy unit** declares **unit** A as the target of their ATTACK, then the Guard can intervene, making themselves the target instead.

If the same player activates a second **unit** that also declares **unit** A as the target of its ATTACK, then the Guard may choose to intervene again. This would make the Guard the target of an ATTACK for a second time that turn.

If this second ATTACK was an **area** ATTACK, then the **active player** would choose the order in which ATTACKS against the Guard, **unit** A and **unit** B were to be resolved. As long as the Guard is not **destroyed**, they can choose to use their talent to intervene and protect either or both **units** A and B.

### *Retaliation*

A **unit** can only **retaliate** if it 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 **retaliation** is resolved using the current *Offence* and *Defence* values of the units. 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 other rules. The only differences are that a **unit** cannot **Guard**, **retaliate**, or evade against a **retaliation**.

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

A **unit** cannot **retaliate** against terrain effects.

**Retaliation** does not count as a **unit's activation**.

### *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 if the effective *Defence* is 6 or more.
- 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. Modifiers cannot reduce *Offence* or *Defence* below 0, or raise them above 10.

### *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. Once a dice has been set aside it takes no further part in the current ATTACK resolution. The ATTACKER may set aside any number of dice.

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*

Roll a number of dice equal to the number of the first **assault's** dice that rolled, or were modified to, a 5. Do not count dice that have already caused a wound.

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 not set aside during 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. Once a dice has been set aside it takes no further part in the current ATTACK resolution. The ATTACKER may set aside any number of dice.

For example, during an ATTACK against a *Defence* 10 target, the first assault results in two 5s, with one dice remaining that can be set aside in the second **assault**.

In the second **assault** the roll is 2, and 3. The totals of the dice are:  $5 + 2 = 7$ , and  $5 + 3 = 8$ . Neither is enough to wound the target, so the remaining dice from the first **assault** can be set aside to add +1 to the better result. The total is now  $5 + 3 + 1 = 9$ .

Finally, the 2 rolled in the second **assault** can also be set aside to add +1 to the total. The total is now  $5 + 3 + 1 + 1 = 10$ .

The 10 causes a **wound** as it is equal to the effective *Defence* of 10.

The final example demonstrates a typical ATTACK in two **assaults**.

The target is a **unit** with an effective *Defence* of 7. The ATTACKER has an effective *Offence* of 6. The initial roll for the ATTACK is blank, 1, 2, 3, 4 and 4.

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

The blank is removed.

There are several ways to use the remaining results. 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 1 **wound** caused, and no second **assault** required.

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**. A **destroyed** unit drops its **claimed** omphalos. Remove the miniature representing the **unit** from the board, and place the miniature and its dashboard **back in the box**.

**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. The enemy player cannot spend art of war cards, but can otherwise freely decide which of the ATTACKING unit's **talents** and **powers** to use in the ATTACK.

For example, player A uses Zeus' Lightning **power** to make an **area** ATTACK. There are 3 **units** in the area: 2 **enemy**, and 1 **friendly**.

Player A chooses the order in which the ATTACKS are resolved against the **units**. The ATTACKS against the **enemy units** will be resolved as normal.

When the ATTACK against the **friendly unit** is resolved, player B will roll the ATTACK dice and decide how they are used. If any blanks are rolled, player B will decide whether to use Zeus' Mighty Throw **talent**. If he does use the **talent**, player B will decide which **area** to move the target into.

### **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 of the multiple ATTACK, 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 have up to 1 **claimed** omphalos at a time. Note that this limit is per **unit**, not per miniature.

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

During their **activation**, a **unit** that is taking a **complex action** is treated as having no **talents** at all, and only **permanent powers**.

### Omphalos Cards

An omphalos card is gained in one of two ways. Either the player was unable to spend all their **RP** before the game began, or they have **ABSORBED** an omphalos with their **divinity**. In both cases, the omphalos card is used the same way.

An omphalos card counts as an art of war card. Whenever a rule mentions an art of war card, it also applies to an omphalos card. See **page XXX**.

In addition, an omphalos card has a unique, once-per-game ability. During any part of their own turn, a player may take an omphalos card from their **hand** and put it **back in the box**. In return, their **divinity** regains one point of lost *Vitality*. This cannot increase the **divinity's** current *Vitality* above their starting value.

Using an omphalos card to regain lost *Vitality* does not reduce the number of omphalos miniatures on a **divinity's** dashboard.

## 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** per player (regardless of whose **turn** it currently is). Each different **power** that is invoked counts as a different **manoeuvre**.

Manoeuvre	Who can use this, and when?	Art of War card cost	Effect
Draw Cards	The active player may use this during their activation phases (steps B and C).	1	The player may <b>draw</b> up to 2 cards from their <b>deck</b> .
Search for a Card	Any player, any time, including during opposing player's actions.	1	The player may search through their <b>deck</b> , and take 1 card of their choice. They must then reshuffle their <b>deck</b> .
Second Activation	The active player may use this during step C1 of their second activation phase.	1	The player may <b>activate</b> a second <b>unit</b> . See the sequence of play on <b>page XXX</b> .
Recall	The active player may use this during step D1 of their end of turn phase. Recall may not be used if their <b>divinity's area</b> is <b>full</b> .	1	The player may recall one of their army's <b>units of troops</b> that did not activate this turn, but which has previously taken a DEPLOY action during this game. Regardless of their current state or position, even if they are no longer in play, the <b>complete unit</b> is placed in the same <b>area</b> as its <b>divinity</b> . This <b>area</b> may be of any terrain type.  <b>Troops drop claimed omphalos</b> before they are

			recalled. Any tokens on the <b>troops</b> are removed and their effects cancelled.
Invoke <b>Power</b>	As described in the individual <b>power</b> description on the <b>dashboard</b> .	Varies	As described in individual <b>power</b> description on the <b>dashboard</b> . Each <b>power</b> counts as a different <b>manoeuvre</b> .
Evade	Any player, when a flying <b>unit</b> in the player's <b>army</b> is declared to be the target of a <i>Range 0</i> ATTACK (including an area or multiple ATTACK) by a unit with a <i>Range</i> of 0-1.  Declare the use of evade before any dice are rolled.	1	The flying <b>unit</b> cannot be the target of this or any other <i>Range 0</i> ATTACK by a <b>non-flying unit</b> with a <i>Range</i> of 0-1 for the remainder of the current <b>turn</b> .  A <b>unit</b> that evades cannot <b>retaliate</b> against the same ATTACK.  The <b>unit</b> 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 **unit 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 WALK, RUN, or DEPLOY onto cliff and rocks **areas**.

### 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 and place it **back in the box**. 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**. You must declare the use of Guard in step 2 of the combat sequence. Resolve the remainder of the **ATTACK** as normal, against the new target.

Guard cannot be used against a **retaliation**.

Guard cannot be used against terrain effects.

### Initiative

If this **unit** discards an activation card to make a **retaliation**, then this is resolved before its attacker makes their original **ATTACK** (step 3 of the combat sequence).

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). See **page XXX**.

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. Resolve the ATTACK before dealing with any 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 **divinity** or **monster** cannot be thrown into rift **areas**. If there are no areas into which the **unit** can be thrown, then the effect is cancelled.

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.

<<<< when a term has an associated symbol (aquatic, special attack, etc), please add it to the start of the entry. >>>>

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

**Activation**: the opportunity within a **turn** for a **unit** to take **simple actions** or **complex actions**.

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

**Active power**: a type of **power** that can only be used during a **unit's activation**, and only if it chooses to take **simple actions**. Individual descriptions of **powers** will define the exact timing and effect.

**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](#).

**Back in the box**: if a rule instructs you to place something **back in the box** then that item takes no further part in the current game. It cannot be returned to play by any means.

**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 DEPLOY.

**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**.

DEPLOY: a **complex action**. See **page XXX**.

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

Draw cards: a type of manoeuvre. See **page XXX**.

**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**.

Evade: a type of manoeuvre. 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**.

Invoke **power**: a type of manoeuvre. See [page XXX](#).

**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, aquatic, or fireproof **unit**.

**Obstacle**: an **area** that a **unit** can make a *Range* 1+ ATTACK into, but not 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 are represented in the game by red gems. They are the subject of CLAIM and ABSORB actions. See [page XXX](#).

**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**.

**Passive power**: a type of **power** that can be used at any time, except during a **unit's activation**, if it chooses to take a **complex action**. Individual descriptions of **powers** will define the exact timing and effect.

**Permanent passive power**: These are the only **powers** that remain in effect when a **unit** makes a **complex action**. Individual descriptions of **powers** will define the exact timing and effect.

**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: a type of manoeuvre. 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**: a counter-ATTACK from the target of the **active unit's Range 0** ATTACK. In order to **retaliate**, the target **unit's** owner must discard one of its activation cards. 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.

Search for a card: a type of manoeuvre. See [page XXX](#).

Second activation: a type of manoeuvre. See [page XXX](#).

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

**Special attack**: a type of **power** that can only be used during a **unit's activation**, and only if it chooses to take **simple actions**. Use of the **special attack** power counts as the **unit's** ATTACK action for that turn. Individual descriptions of **powers** will define the exact timing and effect.

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

*Strategic Value*: a **stat** that denotes the number of art of war cards the **unit** adds to the **owner's deck**.

**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**. **Titans** and **gods** are collectively known as **divinities**.

*Vitality:* a **stat** that denotes the number of wounds required to **destroy** a **divinity**, **hero**, or **monster**. 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**).