



# MYTHIC BATTLES PANTHEON



## Scenário Book





# A WORLD OF ADVENTURE

This book of scenarios is a window into a few of the many possibilities that *Mythic Battles: Pantheon* offers.

Each scenario is a different way of playing. Some offer only slight changes, and others are large departures from the Skirmish scenario, which is the most commonly played.

We recommend that you play the scenario in the **Getting Started** book a couple of times first, and then try playing the Skirmish scenario. After that, just flick through and pick one you like the look of, or which suits your number of players.

By the way, don't be afraid to play a scenario more than once. The Skirmish scenario, in particular, was designed to be played repeatedly and is very mutable. It can be played with any combination of divinities leading a myriad possible groups of units, across different maps, with varying numbers of players, either as a free-for-all or in teams.

Whatever you choose, may the gods be with you!

This book uses the core rulebook's styles. So:  
Stats are written like this: *offence, range*.  
Talents and powers are written like this:  
Onslaught, Sentence of Exile.

## WHAT ARE SCENARIOS?

Scenarios are different ways of playing the game. Each takes the core rules and adds a twist here or there to make it fit the story the author wants to tell and the challenge they want to pose.

A scenario will change the minimum possible. If a scenario does not mention that a particular rule has been changed, assume that it hasn't and use the core rulebook as your reference.

## SCENARIO FORMAT

Each scenario is laid out the same general way, with the following information:

- How many players can take part.
- A few paragraphs of background story to set the scene.
- The scenario map. Maps are always assumed to have north at the top of the image.
- How each player selects, or is given, an army.
- How and where to set up the omphalos, units, card decks, and other components required to play.
- How to win.
- Any special rules that apply.

Of course, with so much variety there are some exceptions to this, and that's a good thing because it all adds to the fun!

## WHAT ARE CAMPAIGNS?

Campaigns are a series of scenarios that together make up a bigger story. One follows from the other, with victory or defeat in each one influencing some aspect of subsequent games.

Most people start with stand-alone scenarios, and graduate to playing campaigns later. Whether they suit your gaming group depends on how often you can play *Mythic Battles: Pantheon*. They work best if you can play the various stages fairly quickly, one after the other. This allows you to keep the story in mind, and see the bigger picture.

Note that you don't have to play campaigns. Many people never do. Even so, campaign scenarios may still be worth reading as many of them can be played as stand-alone battles as well as parts of an ongoing campaign.

## KNOWING WHO YOUR FRIENDS ARE

Many rules and powers work differently for friendly units, so it's important to know who your friends are. Scenarios have a wide variety of organisations and armies.

Unless stated otherwise, in a free-for-all scenario a friendly unit is only ever one from your own army.

In team games, a friendly unit is also one from another army in your team.





## SKIRMISH

*Since the fall of Olympus, there has been nothing but battle. Gods and Titans roam the shattered lands, each gathering warriors of all races to their side in order to acquire as much omphalos as they can, and carve out an empire for themselves.*

*While most of the few mortal survivors struggle to eke out a tenuous survival amid the chaos, the legends of old stride into battle once more. For the first time in generations, fabled monsters prowl the night, and these legendary heroes will have to recreate their famous exploits to defeat once more the monsters they had thought long-vanquished.*

*This is the story of one such skirmish.*

### NUMBER OF PLAYERS

The main rules described here are for 2, 3, or 4 player free-for-all games, where every player is on their own, and everyone else counts as the enemy. Optional rules for playing in teams are discussed afterwards.

### MAP

Skirmish scenarios can be played on any map. The maps presented in pages 6 to 9 show the different set-ups for 2-4 player free-for-all Skirmishes on the four maps in the core box. Skirmish scenarios can also be played on the maps in the various *Mythic Battles: Pantheon* expansions. Set-ups for the new maps are included with each expansion.



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MINOS' LABYRINTH - PAGE 7



## FORCES



Each player rolls a dice. The player with the higher roll becomes lead player.

Players recruit forces as per the rulebook. The total RP available to each player depends on how many are taking part:



2 PLAYERS : 18 RP EACH



3 PLAYERS : 16 RP EACH



4 PLAYERS : 14 RP EACH

## SETUP

Place omphalos as shown on the map.

Place 1-3 trees in each forest area, and 1-3 ruined columns in each ruins area. How many are used depends on player choice and how much terrain is available. If players cannot agree on an arrangement, place 1 terrain element in each area.

All units start the scenario off the battlefield and must deploy as their first action.

Deployment zones are shown on the map. Players choose which deployment zone they want, starting with the player to the right of the lead player and going round the table anti-clockwise.



## VICTORY

THERE ARE TWO WAYS TO WIN A SKIRMISH. THESE ARE THE SAME FOR ANY NUMBER OF PLAYERS. WHEN ONE OF THESE IS TRUE, THE GAME ENDS IMMEDIATELY. EITHER:

- WHEN ALL DIVINITIES EXCEPT THOSE BELONGING TO A SINGLE PLAYER OR TEAM HAVE BEEN DESTROYED, THE OWNER OF THE LAST DIVINITY WINS.
- WHEN A PLAYER OR TEAM'S DIVINITY ABSORBS A FOURTH OMPHALOS, THEY WIN.



## SETUP A

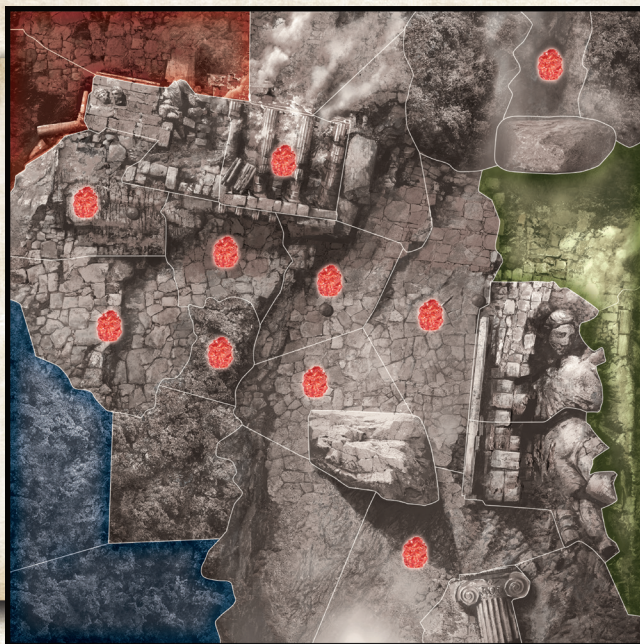
## SETUP B



2



3



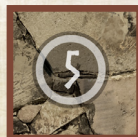
4



## SKIRMISH OLYMPUS IN RUINS



Normal  
boundary



Open ground



Ruins



Rock



Forest



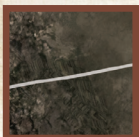
## SETUP A



## SETUP B



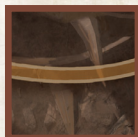
## SKIRMISH TARTARUS



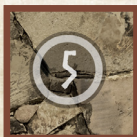
Normal boundary



Chains



Cage walls



Open Ground



Cages



Rock





## SETUP A

## SETUP B



2



3



4



## SKIRMISH

# STYX RIVER



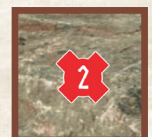
Normal boundary



Open ground



Ruins



Rock



Rift



Stairs



Swamp



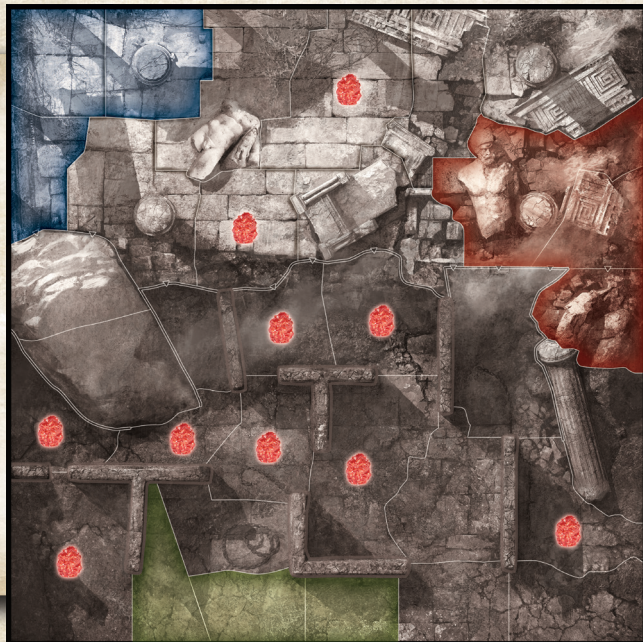
Cliff



## SETUP A

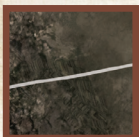


## SETUP B



## SKIRMISH

# MINOS' LABYRINTH



Normal  
boundary



Escarpment



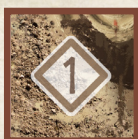
Highs



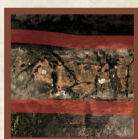
Impassable



Open ground



Ruins



Walls



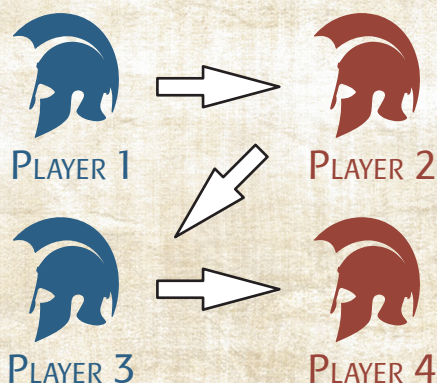
## SKIRMISH: OPTIONAL SPECIAL RULES

### TEAM PLAY

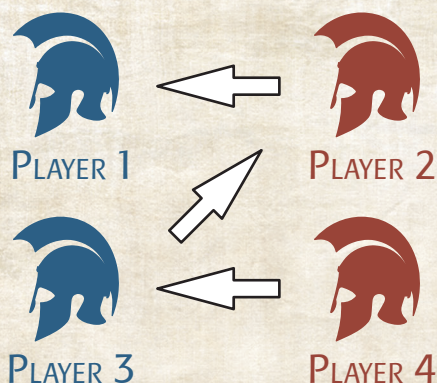
Four player games can be played as 2 teams of 2 instead of a free-for-all. In almost every aspect of the rules, this works exactly the same as a 2-player game. Apart from sharing your victory with your teammate, the only major change in rules is about player seating and the impact this has on turn order.

You have two options. The first is to sit around the table so that playing clockwise means teams take alternate turns. This has the advantage that the turn sequence is very simple to remember and follows all the normal rules in the core rulebook.

The other choice is to have players on the same team seated side by side. However, this means that going clockwise around the table allows a team to take two turns in a row, which is too powerful. So, if you are seated like this, you need to play each round in a "Z-order". The diagram below makes it obvious why we call it that.



This order works both for turns in the recruitment or armies, and in the game itself. If the rules say clockwise, go around the Z as shown above; and if they say anti-clockwise follow the diagram below, starting with player 4.



### VILLAGERS

These rules may be added to any Skirmish scenario if all players agree.

*Across the ruined wastelands of shattered Greece, thousands of survivors are attempting to rebuild their lives. These villagers are simple folk, and the arrival of monsters and heroes in their midst is hugely disruptive. When gods arrive they are awestruck, but who else will help them in this time of turmoil and danger? None but the gods, of course. They must overcome their fear and amazement to personally beg the gods for aid.*

Villagers are a neutral faction that neither player controls. They have blundered onto the battlefield, and it is up to the players to decide how they react to them. Villagers can be obstructive, unhelpful, and occasionally very useful.

The highly impressionable villagers are in awe of the gods (as they should be) and this fawning adoration is a source of energy for the divinities. It works as a sort of temporary omphalos, which doesn't award a card, but which does count towards the total a divinity needs to win. As long as there are enough villagers left to pray nice and loud...



Villagers have a troop card for reference. However, villagers do not have activation cards, and act only according to the rules below.

Villagers ignore Block when they want to leave an area.





### Set-up

After the board has been set up as normal, and before the first game turn, place 3 units of 5 villagers each. Starting with the player to the lead player's left and moving clockwise, players place 1 unit at a time, choosing an area that contains omphalos, and no other villagers. They have ventured away from the relative safety of their village to examine the strange, glowing rocks.

### Friend or Foe?

Villagers start as friendly units to all players. A player may declare villagers to be enemy units at any time. Once a player has done this, the villagers remain enemy units for the rest of the game.

A divinity can only use radiance (see below) on friendly villagers. A unit can only attack enemy villagers.

Remember that a unit must stop moving as soon as it enters an area containing an enemy unit.

Regardless of whether villagers are friend or foe, they cannot be recalled.

### New Action: Radiance

A new simple action is available to a divinity: radiance.

This allows the divinity to glow with divine majesty, and while the heroes who fight alongside them have seen it all before, the villagers are very impressed indeed. Roll 2 dice and choose 1. The active player may spend this much total *movement* to move one or more villager units who are within *range* 2 of his divinity. A single unit can have up to 2 *movement* spent on it (walk or run). Normal movement rules apply.

### A Rush to Worship

At the end of a round, before the next one starts, the villagers may become so ecstatic that they rush towards one or other of the divinities. Each player secretly decides whether to discard any art of war cards to make themselves look more impressive. Then each player reveals how many art of war cards they have spent, and rolls 1 dice, +1 dice per card.

*For example, a player that discarded 2 art of war cards would roll 3 dice.*

This dice roll is resolved like an attack. However, the aim is not to reach a specific *defence* value, but to get the highest result possible on each dice. A 5 can be rolled again, as normal. Unlike attack which only ever needs 2 assaults, a result of 5 in a second assault can be rolled again. There is no limit to the number of times a total of 5 can be rolled again. Just keep a total score.

The player with the highest result gets to make a free run action with every villager unit within *range* 3 of his divinity. If one or more of the villager units has been destroyed, and there is an area of any deployment zone within *range* 3 of his divinity, the player may deploy one destroyed unit per area instead. These are more villagers, coming to petition their gods.

If the highest roll is a tie, there is no free villager movement.

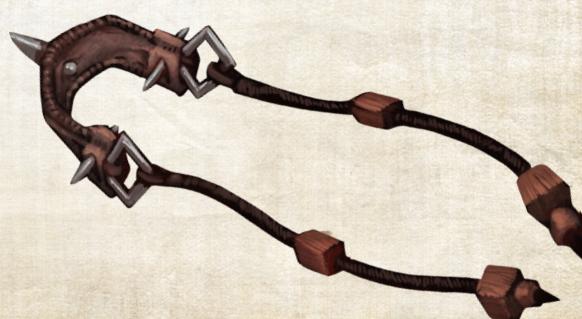
There cannot be more than 3 units of villagers on the board at a time.

### Adulation

Friendly villager units with 3+ miniatures that are in the same area as a divinity count as an extra omphalos towards the total needed to win.

A divinity cannot absorb villagers like omphalos, so they are never a permanent part of this victory score; nor does their presence earn the divinity an omphalos card. They only count as long as they are friendly, in the same area as the divinity, and have at least 3 miniatures remaining. As long as this is true, each such villager unit adds +1 to the total number of omphalos a divinity has absorbed.

*For example, a divinity would win a game if they had absorbed 3 omphalos and had a unit of 4 friendly villagers in their area.*







# IN SEARCH OF NEW POWER

Board:

OLYMPUS IN RUINS

*The gods are tearing themselves apart. The cataclysm that destroyed Olympus has swept away all reason among the surviving divinities. All that matters is the recovery of the omphalos, and to regain their immortality. Whichever god manages this first will rise to lead the Olympians in a new pantheon, made in their own image!*

*When a unique omphalos of phenomenal power is seen in the ruins of the Olympian palace, the race is on. This must be the key to victory! As soon as they can muster, forces allied to every god converge on the site. Soon, the sound of troops preparing for war is accompanied by the rallying cries of heroes, and the terrifying roars of legendary beasts.*

*Which god will claim the stone first?*



## FORCES



Each player rolls a dice. The player with the higher roll becomes lead player. The lead player chooses whether to command:



**PLAYER 1**

15 Recruitment points to spend.



**PLAYER 2**

15 Recruitment points to spend.

Recruitment follows special rules (see below).

## SETUP

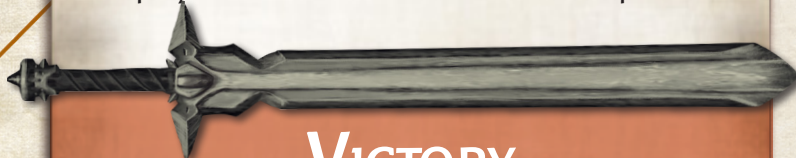
Place one omphalos in the middle of the map, as shown. This omphalos is so imposing that it cannot be moved.

Place 2 trees in each forest area.

Place 2 ruined columns in each ruins area.

Each player's starting hand is just 3 art of war cards.

Deployment areas are shown on the map.



## VICTORY

THE WINNER IS THE FIRST PLAYER TO ABSORB THE OMPHALOS WITH HIS GOD, OR DESTROY THE OPPOSING GOD.







## SPECIAL RULE

### RECRUITMENT

Armies are selected as the game progresses, not all at once before the battle starts.

At the start of each game round, beginning with the lead player, there is a recruitment phase. This works like normal recruitment, with players taking turns to select a unit, and continuing to take turns recruiting until they have spent all their RP.

However, each turn has restrictions on how many RP can be spent and what can type(s) of units can be selected.

**Round 1:** 1RP of troops.

**Round 2:** 4RP of heroes and/or troops.

**Round 3:** 4 RP of heroes, monsters, and/or troops.

**Round 4:** one 6RP god.

After every recruitment phase, each player adds the new units' activation and art of war cards to their deck, and then shuffles it.





## NEW ALLIANCES

Board:

OLYMPUS IN RUINS

*Zeus is back! The former King of the Gods has accumulated enough power to stake a claim to his old throne. However, Hades and Ares have no intention of falling in line under his leadership once more, as they covet the throne for themselves. The two Olympians thus decide to lay an ambush, lying in wait in the ruins as Zeus returns to reclaim his kingdom.*

*Once the king has fallen, there will be time for the God of the Underworld and the God of War to work things out.*



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## FORCES



Each player rolls a dice. The player with the higher roll becomes lead player. The lead player chooses whether to command:

### PLAYER 1



God: Zeus.

Hero: Leonidas.

Troops: Spartans.



### PLAYER 2

Gods: Ares and Hades.

## SETUP

Place 2 omphalos on the map, as shown.

Place 2 trees in each forest area.

Place 2 ruined columns in each ruins area.

Deployment zones are shown on the map. Ares and Hades have the northern deployment zone, Zeus the southern.

Zeus, Leonidas, and the Spartans start the battle anywhere in their deployment zone.

Ares and Hades start the scenario off the battlefield and must deploy as their first action.



## VICTORY

ZEUS IS THE WINNER IF HE ABSORBS BOTH OMPHALOS, OR DESTROYS BOTH ARES AND HADES.

ARES AND HADES ARE THE WINNERS IF THEY DESTROY ZEUS.





## SPECIAL RULES

### Focus

Blinded by their desire to shape history, Ares and Hades have only one thought in their heads: eliminate Zeus.

Both Ares and Hades start the battle with -2 *vitality* and neither of them can take the absorb action.

### AMBUSH

This battle is an ambush, so Ares and Hades must take the first turn. This means that they become lead player at the end of recruitment, if they were not already.





## STRUGGLE FOR THE UNDERWORLD

Board:

STYX RIVER

*The inhabitants of the Underworld have been deeply shaken by the destruction of Olympus. Hades, like his peers, has lost much of his divine power and his iron grip on the souls of the dead has been diminished. Diminished, but not lost entirely. He still holds sway over many of the former denizens of the Underworld, who have become so used to the afterlife that they regard him as their natural leader. And so Hades now controls an army of trained soldiers, nightmare creatures, and legendary heroes, and this is a mighty force indeed.*

*Zeus cannot let his brother threaten him in such an intolerable way. He should be ruler of all, as he was before. So, cunning as ever, he fools the guileless Ares into attacking the ambitious King of the Underworld.*



## FORCES



Each player rolls a dice. The player with the higher roll becomes lead player. The lead player chooses whether to command:

### PLAYER 1

**Gods:** Hades.

**Hero:** Achilles.

**Monster:** Cerberus.

**Troops:** Infernal Warriors and Infernal Hounds.



### PLAYER 2

**God:** Ares.

**Hero:** Leonidas and Atalanta.

**Monster:** Minotaur.

**Troops:** Spartans and Hoplites.



## SETUP

Omphalos are not used in this scenario.

Place 1 ruined column in each ruins area.

Place 4 tokens, each representing a pillar, in the areas marked on the map.

Deployment zones are shown on the map. Hades has the southern deployment zone, Ares the northern.

Construct the timing deck. See the special rules.

## VICTORY

**ARES WINS IMMEDIATELY IF HIS ARMY DESTROYS ALL FOUR PILLARS.**

**EITHER PLAYER WINS IMMEDIATELY IF THEY DESTROY THE OPPOSING GOD.**

**IF THE GAME ENDS BECAUSE THE TIMER RUNS OUT, HADES IS THE WINNER.**





## SPECIAL RULES

### PILLARS

Four great pillars support the arching ceiling of this entrance to the Underworld. Ares wants to destroy them to seal Hades in his kingdom, while Hades will do all in his power to keep them intact.

Each pillar has a *defence* of 6, and 3 *vitality*.

Ares' army may target a pillar as if it was a unit. If they do so, Cerberus or the Infernal Warriors may declare the use of the Guard talent, as normal. The Infernal Warriors are considered to have the Guard talent when they are using it to protect a pillar, and even if their unit is not complete.

Each time Ares' army destroys a pillar, their controller takes 1 art of war card from the supply and adds it to their hand.

### RUNNING OUT OF TIME

Hades' reinforcements are coming. Ares must complete his task before they arrive.

Take 20 unused cards of any type and use them to make a timing deck. Place this near the Ares player.

At the end of each of Ares player's turns, turn over one of these cards. The game ends when the last card is turned over.





# ATALANTA'S RETURN

Board:

STYX RIVER

*Fierce battles rage between the gods. The ground shakes as they try to destroy each other in a desperate struggle for domination of a devastated world. Anything goes in this no-holds-barred struggle of Olympians, and that includes enlisting those who have barely left the Underworld.*

*As a terrible battle is being waged at the gates to Hades' kingdom, Atalanta, returns to life, washing up on the shores of the Styx.*

*The presence of such a heroic warrior could very well tip the scales of battle.*

*Can either side make her their ally? And can they do this before the vast energies being thrown about by gods and monsters causes the cave to collapse?*



## FORCES



Each player rolls a dice. The player with the higher roll becomes lead player. The lead player chooses whether to command:



PLAYER 1

18 Recruitment points to spend.



PLAYER 2

18 Recruitment points to spend.

Each player must select a minimum of two units of troops.

## SETUP

Place seven omphalos as shown on the map.

Place 1 ruined column in each ruins area.

Atalanta is placed in the middle of the battlefield.

All other units in both armies start the scenario off the battlefield and must deploy as their first action.

Deployment zones are shown on the map. The lead player's opponent chooses which deployment zone he would like. The lead player takes the other one.

Construct the rockfall deck. See the special rules.



## VICTORY

THE WINNER IS THE FIRST PLAYER TO DESTROY THE OPPOSING DIVINITY, OR ABSORB 4 OMPHALOS.





## SPECIAL RULES

### PERSUADING ATALANTA

Each time a player activates a unit, it can use one of its simple actions to call Atalanta and move her one space towards their deployment zone.

If Atalanta is already in a deployment zone then she can be called once more to leave the board, and join the army whose deployment zone she exited from. Add her cards to that player's hand. She can be brought (back) into play with a deploy action.

### ROCKFALL

As battle rages, the whole cavern trembles, and the ancient rocks begin to crumble.

Take from the supply, 6 art of war cards and 4 omphalos cards to make a rockfall deck.

Each player draws one card from the rockfall deck at the start of each of their turns:

- If it is an art of war card, nothing happens.
- If it is an omphalos card, there is a rockfall. Choose an area containing at least one unit and roll four dice. Re-roll blanks. For each roll of a 5, all units in the area suffer 1 wound. All units that suffer a wound are moved one area by their owner as they dive out of the way of the crashing rocks.





1-4

## AT LOW BOIL...

Board:

**TARTARUS**

*The struggle between the gods to succeed Zeus is merciless.*

*One claimant to the Olympian throne has gone so far as to poison the other gods by placing tainted omphalos in their path. The gods quickly weaken, and seek out the greatest healer known so they can ask his sage counsel. Asclepius, true to his reputation, knows of both the toxin and its cure.*

*Unfortunately, he also knows that the only source of the ingredients for the cure lies in Tartarus itself – a dangerous place for a weakened deity...*



## FORCES



Each player rolls a dice. The player with the highest roll becomes lead player.

Players each recruit one of the gods from the core box.



They then spend a combined total of 14 Recruitment Points between them to recruit armies of heroes and troops from the core box.

## SETUP

Omphalos are not used in this scenario.



Shuffle a set of 12 "cure" tokens, and then place one in each of the areas marked on the map. Keep the number side hidden at all times.

Cerberus, the Hydra, and the Minotaur are placed as marked on the map.

In a 4-player game, the Medusa is also placed on the map.

Players place their units anywhere in the deployment zone.

Prepare the event deck, and build the initial stage of the common deck, as described in the special rules.

Each player starts with a hand consisting of the activation cards provided by their god. In addition, each player draws 3 cards from the common deck.

Finally, complete the set-up of the common deck by adding omphalos cards.



## VICTORY

THE PLAYERS WIN IF THEY FIND ALL 4 OF THE HEALING PLANTS ON THE CURE TOKENS (NUMBERS 1-4) BEFORE ONE OF THE GODS IS DESTROYED.

THE PLAYERS LOSE IF ONE OF THE GODS IS DESTROYED.





## SPECIAL RULES

### CO-OPERATIVE PLAY

In this scenario, all the players are on the same side. They will either all win, or all lose, and so must work together to defeat the monsters and find the cure.

### THE COMMON DECK

Just as all players share the RP to spend on their collective army, so they share a common deck of cards to play the game.

### Building the Common Deck

Each player takes the activation cards for their god. All other activation and art of war cards provided by any player's units are shuffled into one common deck.

Players then draw their initial 3 cards from the deck as part of set-up.

The common deck is then completed by adding 1 extra omphalos card per player.



Note that omphalos cards have a new meaning in this deck, and that this meaning is different to the omphalos cards in the event deck.

Omphalos cards in the common deck must be revealed and resolved as soon as they are drawn. If you are playing a 2+ player game, roll one dice. On a roll of 1-2, the active player's god suffers 2 wounds. On any other result, or in a 1-player game, all gods suffer 1 wound.

Once they have been resolved, omphalos cards are placed in the common discard pile. The player does not draw a replacement card.

### Playing Cards

Players have all the activation cards for their own god, but will end up with a mix of activation cards for other units. Any player can control any unit except other player's gods. Just play a card as you would normally, and for that turn at least, the unit is yours to do with as you choose.

### Discards

Art of war, hero activation, troop activation, and omphalos cards are placed in a common discard pile.

God activation cards are discarded into a separate discard pile for each player.

When the common deck is empty, the common discard pile is shuffled to become the new common deck. The players do not draw 3 cards. They do, however, take all of their discarded god activation cards back into their hands.



## THE EVENT DECK

This scenario uses a special deck of cards called the event deck. This is made up of cards that aren't being used by the players in their normal decks. Cards used in the event deck have different meanings to their usual ones, and different ones to the common deck.

### Building the Event Deck

The event deck has 17 cards of 3 types. The mix of these cards depends on the number of players:



8 omphalos cards.  
5 art of war cards.  
4 unused activation cards.



9 omphalos cards  
5 art of war cards  
3 unused activation cards.



10 omphalos cards  
5 art of war cards  
2 unused activation cards.

### Using the Event Deck

At the beginning of each player's turn, an event card is drawn, and the effect is applied. When the event deck is empty, the event discard pile is shuffled to become the new event deck.

### Card effects:



**Omphalos:** the active player's god



**Art of war:** make an 8 dice area attack on each area in the surroundings of both Hecatoncheires (see the map).



**Unused activation card:** nothing happens.



## CURE TOKENS

Cure tokens can be picked up and examined by using the claim action. Place the token to one side when it has been examined.

Tokens numbered 1-4 are healing plants to brew the cure. The players need all four of these to win. Those numbered 5-12 are weeds that have no medicinal use. Discard them with the disdain they deserve.

## CAGED MONSTERS

The monsters do not have a deck, or use cards to activate, as they are locked away in cages. Instead, at the end of each player's turn, all the monsters activate in the following order and according to the following rules. Start at the top of each monster's list, and follow the first instruction they can. If a monster cannot do any of the actions listed, then they do nothing.

- 1) The **Hydra** uses its Onslaught power.
- 2) If the **Minotaur** is at maximum *vitality*, he makes an attack against a random non-monster within *range*.
- 3) If the **Minotaur** has lost any Vitality, he smashes his way out of his cage. He then acts according to the following order of preference:
  - a. Charge as many gods as possible.
  - b. Charge as many RP worth of non-monster units as possible.
  - c. Attack the highest RP non-monster unit in his area.
- 4) **Cerberus** makes an attack against the highest RP non-monster unit in his area. If there are no non-monster units in his area, he uses Burning Breath on the adjacent area containing the most gods. If no gods are available, he will target the most RP of non-monster units.
- 5) **Medusa** makes an attack against the nearest god. If there are no gods, she will attack the non-monster unit worth the most RP.

When there are two equally valid targets, the players choose which one the monster attacks.

Powers not listed above are not used in this scenario. Mighty Throw is not used by the monsters, and cannot be used on them. Other talents are used when they apply.

Monsters do not count towards an area's capacity.

Monsters are never targeted by a Hecatoncheire.

## ATTACK

Players must resolve a monster's attack by using any dice that do not roll a blank or a 5 to make as many 5s as possible (without going over 5). Unused dice are lost, and the 5s are re-rolled in a second assault. Non-blank results in the second assault are combined to cause the maximum number of wounds.



**Note:** We have decided to make this cooperative scenario a difficult one, which will be a real challenge for the player(s). You may need to try a few different strategies before you succeed!

It is easy to adjust the difficulty level of this scenario if you want to. Simply modify the event deck by swapping an omphalos card for an unused activation card (easier), or vice versa (harder).





# HYDRA HUNT

Board:

OLYMPUS IN RUINS

*The swampy home of the Hydra is not filled with the sort of food that the Hydra likes best. This is why it prowls about, causing mayhem as only huge monsters can. And this is why, on this particularly dark night, it is slithering its way towards the small settlement of survivors which has grown up near its own watery lair...*

*The Hydra has decided that villagers sound like the easiest source of a tasty meal tonight, and it's going to plough through whatever anyone puts in its way to get them. At least, it will to a point. The Hydra's ability to regenerate makes it willing to put up with a lot of damage, but there are limits. It doesn't want to get killed over a meal. The villagers agree entirely – they don't want to get killed for a meal either. And so their defenders spring an ambush on the Hydra as it approaches the entrance to the village.*



## FORCES



Players collectively play the defenders of the village. These are:

**Hero:** Atalanta.

**Troops:** Hoplites, Spartans, Amazons, and Centaurs.

A special rule controls the Hydra.

## SETUP

Omphalos are not used in this scenario.

Place 2 trees in each forest area.

Place 2 ruined columns in each ruins area.

One of the players' units must occupy each area in each of their deployment zones. The players should decide among themselves which unit is best deployed in each area.

The Hydra is placed as marked on the map.

The Hydra does not need a deck or hand of cards.

The defenders' deck is made up as normal, with an extra 3 art of war cards on top of Atalanta's. The defenders' initial hand is made up of 3 more art of war cards from the supply, plus 3 random cards from their deck.

The defenders are the lead player during the game.



## VICTORY

THE PLAYERS LOSE IMMEDIATELY IF THE HYDRA MOVES OFF THE BOARD TO RANSACK THE VILLAGE.

THE PLAYERS WIN IF THE HYDRA HAS BEEN REDUCED TO 3 VITALITY OR LESS AT THE END OF ANY ROUND.







## HYDRA TABLE



If the Hydra can run two areas closer to the village entrance then it will do so. If it can only move one area because of the enemy units, treat this as a result of 1-3.



If the Hydra is already on the village entrance, then it moves off the board and begins to ransack the village. The players lose. Otherwise, the Hydra moves one area closer to the village entrance, and then makes an attack against a random defending unit in *range*.



The Hydra considers using its Onslaught power. If it can stay where it is, or walk one area, and be in a position to attack two or more enemy units, then it will use Onslaught. If it can only reach one enemy unit, treat this as a result of 1-3. If it uses Onslaught, the Hydra will walk up to one area in any direction in order to use Onslaught against the maximum number of enemy units. If there is a choice of areas that are nearer the village entrance and from which equal numbers of enemy units can be targeted, then players choose the area the Hydra moves to.

## SPECIAL RULES

### CO-OPERATIVE & SOLO PLAY

In this scenario, all the players are on the same side and collectively control the same units. They will either all win, or all lose, and so must work together to defeat the Hydra.

There is only one defenders' turn, not one per player. So, a complete round is one defender's turn, and one Hydra turn.

There is only one defender's deck and one hand of cards, shared by all players. Deal the hand face up on the table so all the players can see it clearly.

During the defenders' turn, players must discuss and decide between them what the best course of action is. As players do not control separate armies, this scenario revolves around a lively discussion of tactics rather than quiet contemplation (unless, of course, you are playing solo).

### DESPERATION

*The Hydra is upon us! Now is the time for action!*  
Second activation manoeuvres cost the defenders 0 art of war cards.

### REINFORCEMENTS

When a defending unit is destroyed, place it in an empty area within either deployment zone. These are reinforcements, hurrying to the sound of battle.

### WHAT DOES THE HYDRA DO?

At the start of each of the Hydra's turns, roll one dice to determine what it does on the Hydra table above.

When the Hydra makes an attack against a target with *defence* 6+, always make as many 5s as possible in the first assault. Retain any unused spare dice from the first assault to boost the totals in the second, just as you would do for your own attack.

If the Hydra makes a Mighty Throw, then move the target unit further from the village entrance.

### PLUS...

The Hydra never retaliates.

If the Hydra does not use a blank result for its behaviour, it recovers 1 lost *vitality* at the end of each activation.





## SETUP

Place six omphalos in three pairs, as shown on the map.

Place 2 trees in each forest area.

Place 2 ruined columns in each ruins area.

All units are placed as marked on the map.



## VICTORY

THE HERO PLAYER WINS IF HE FULFILLS HIS BOAST BY DESTROYING THE STATED NUMBER OF MONSTERS. SEE THE SPECIAL RULES. IF THE HERO PLAYER WINS, YOU MIGHT WANT TO TAKE NOTE OF THEIR WINNING BOAST, AND REPLAY THE SCENARIO TO SEE IF IT CAN BE BEATEN. WHICH OF YOUR FRIENDS IS THE MOST GLORIOUS HERO?

A MONSTER PLAYER WINS IF HE DESTROYS 2 HEROES. NOTE THAT THE ANNALS OF HISTORY (AND THE VICTORY CONDITIONS) DON'T CARE HOW MUCH DAMAGE YOU DID TO A HERO, ONLY WHO MADE THE KILLING BLOW.

## SPECIAL RULES

### BOAST OF YOUR GLORY!

After setting up the game, before the first turn, the hero player must declare how glorious his exploits will be in the upcoming battle. This is measured in the number of monsters he can destroy.

The hero's boast must be at least 4. For every monster after the fourth the hero boasts he will slay, one respawn token is placed beside the board. So, if the hero boasts that he can kill 6 monsters, there will be 2 respawn tokens available.

Note that respawn tokens are owned collectively by the monster players, and are used on a first-come-first-served basis.

## LAST STAND

3

Board:

OLYMPUS IN RUINS

*The old shipmates Heracles and Atalanta have teamed up with Achilles to explore a desolated area of the mainland. Here, in the wild and ruinous wreckage of the cataclysm, they encounter hordes of monsters guarding a rich scattering of omphaloi.*

*The heroes have had a long fight to get here, and all are injured, but this cache of omphalos will gain them great favour with their patron gods, and they cannot simply leave it here. While they are debating how to move it there is a monstrous roar in the distance. Then another, much closer this time, as if in answer.*

*They are surrounded. They are wounded. But they are heroes...*

## FORCES

Each player rolls a dice. The player with the highest roll becomes lead player. Starting with the lead player and going clockwise, players choose which of the following three armies they want to command:



### PLAYER 1

**Heroes:** Achilles, Atalanta and Heracles.  
Each hero starts the game with -1 vitality.



### PLAYER 2

**Monsters:** Hydra and Medusa.



### PLAYER 3

**Monsters:** Cerberus and Minotaur.





## RESPAWN

When a monster is destroyed, the owner checks to see if a respawn token is available. If one is, then that monster must immediately respawn on one of the 4 original monster deployment zones. The area they choose cannot contain a hero. Within these restrictions, the owner is free to choose where the monster appears. A monster respawns at maximum *vitality*.

A respawning monster is considered to have activated that turn.

When a monster is respawned, the respawn token that brought him back into play is placed back in the box.

When no respawn tokens remain available, destroyed monsters no longer respawn.

Heroes never respawn.

## OMPHALOS CLUSTERS

These omphalos are not the same as those you see elsewhere: they are smaller and more numerous. Each omphalos on the board represents a cluster of these pieces. The claim action cannot be used in this scenario.

Any unit may absorb an omphalos cluster using the normal rules for taking that action; only the effect is different. When an omphalos is absorbed, it is placed back in the box and the unit regains up to 2 previously lost *vitality*.







# RESCUE THE PRINCESS!

Board:

OLYMPUS IN RUINS

*A chill filled the empty palace, or so it seemed to the old king. Without his favourite daughter, he was disconsolate. Still, despite his age and infirmity, he would see to it that no stone was left unturned in the search for her captors, be they man or monster.*

*Riches! That was the key. And the king had no shortage of those. And within his treasure house also lay omphalos: bribes for the gods themselves!*

*Soon the vast rewards he offered brought word, and just in time too! The princess was being held in the ruins of an ancient labyrinth, guarded by monsters and awaiting sacrifice to some foul, barbarian deity.*



## FORCES



Each player rolls a dice. The player with the highest roll becomes lead player. Starting with the lead player and going clockwise, players choose which army they want to command. There is always one monster army:



**Monster Army**

**Monsters:** Cerberus, Hydra, Medusa, Minotaur.

The hero armies vary depending on how many hero players there are:



**Hero player**

**God:** Hades.

**Hero:** Heracles.

**Troops:** Amazons, Centaurs, Hoplites, Infernal Warriors, Infernal Hounds and Spartans.



**Hero player 1**

**God:** Hades.

**Hero:** Leonidas.

**Troops:** Infernal Warriors and Infernal Hounds.



**Hero player 2**

**God:** Zeus.

**Hero:** Odysseus.

**Troops:** Amazons and Centaurs.



**Hero player 1**

**God:** Hades.

**Troops:** Infernal Warriors and Infernal Hounds.



**Hero player 2**

**God:** Zeus.

**Troops:** Amazons and Centaurs.



**Hero player 3**

**God:** Athena.

**Troops:** Hoplites and Spartans.

## SETUP

Omphalos are not used in this scenario.

Place 1 ruined column in each ruins area.

Place 1 captive (see Special Rules - Captives) in each numbered area.

The monster player places his units anywhere within the southern deployment zone.

All hero players' units start the scenario off the battlefield and must deploy as their first action.

Before the game starts, the monster player secretly writes down which of the numbered captives is the princess.



## VICTORY

**THE GAME CONTINUES UNTIL THE PRINCESS IS EITHER RELEASED OR SACRIFICED.**

**IF THE PRINCESS IS RELEASED, THE HERO PLAYER THAT RELEASED HER WINS.**

**IF THE PRINCESS IS SACRIFICED, THE MONSTER PLAYER WINS.**







## SPECIAL RULES

### CAPTIVES

The captives are the princess and her handmaidens, but it's tricky for the heroes to tell them apart. Until they get close they won't know whether they've found the princess or not.

Use **female villager** tokens to represent the captives.

### RELEASE

While a non-monster unit is in an area with a captive and no monsters, they have a new action available to them: release. This represents them hacking away at the captive's bonds, and counts as their attack for the turn.

As soon as a release action has been taken, the monster player must announce whether that captive was the princess or not. If it was the princess than the player who released her wins, otherwise the game continues.

A released captive rushes away to freedom, and is placed back in the box.

### EASY GOING

All area boundaries are counted as normal, regardless of how they are marked on the map.



## SACRIFICE

While a monster unit is in an area with a captive and no non-monsters, they have a new action available to them: sacrifice. This counts as their attack for the turn.

A monster cannot sacrifice the princess unless she is the only captive remaining on the board.

A sacrificed captive loses their spirit to a barbarian deity, and is placed back in the box.

## ENDLESS HORDES

When a monster is destroyed, it is immediately replaced by another identical one. Instead of placing the miniature back in the box, place it on the unit's dashboard, as you would with a troop miniature.

Reset the dashboard's stat clip to the highest *vitality*.

The new unit is available to deploy in the northern deployment zone from the monster player's next turn.

## SHARED DEPLOYMENT ZONE

All hero players share the same deployment zone at the north of the map.

Monster reinforcements also use this northern deployment zone.

When a unit from any army deploys, they must do so into an empty area of this northern deployment zone.

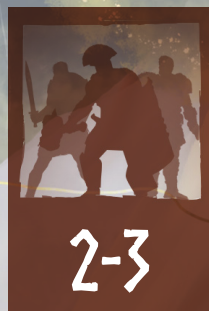
## RESPONDING TO THE THREAT

In a 3-player game, the monster player's limit of activations is raised to 3 per turn. The third activation costs 1 art of war card, like the second.

In a 4-player game the monster player's limit of activations is raised to 4 per turn. The third and fourth activations costs 1 art of war card each, like the second.







MINI-CAMPAIGN

# PANDORA'S GOT A BRAND NEW BOX

This mini-campaign is a series of three linked scenarios. It follows the story of the gods and their heroes, as they seek to collect up all the ills of the world.



## PROLOGUE

*A long time ago, the Titan Prometheus stole fire from the gods to give to mankind. Zeus, wanting to avenge himself for that affront, ordered Hephaistos to create a woman using earth and water. She received from the gods many gifts: beauty, flattery, likeableness, deftness, gracefulness, intelligence, but also the arts of lying and seduction. Named Pandora, she was then sent to Prometheus and his brother Epimetheus. The latter, seduced by the young woman with divine attributes, wed her with the blessing of Zeus. The day of the wedding, the King of the Gods gave Pandora a mysterious box, which she was forbidden to open.*

*Unfortunately, Pandora couldn't resist the urge to discover what lay inside. And, by ignoring Zeus' order, she released the kakoi - the terrible things hidden inside: disease, war, famine, insanity, death...*

*No one defies the will of Zeus.*

## SYNOPSIS

In this campaign, three alliances struggle to find and control the kakoi in order to control their fate. But with what intentions?

At the beginning of the campaign, each player chooses one of the 3 alliances (see below). If only two players are involved, one of them must take the Otherworldly Alliance.

This campaign is played over 3 scenarios in which the players will collect or destroy kakoi depending on the alliance chosen. A kakoi is represented in the game by an omphalos, and each scenario shows their position on the board. In addition to granting temporary bonuses, kakoi will be used to determine the winner of the campaign during the final scenario.



## COMPOSITION OF THE ALLIANCES

Each alliance is made up of a fixed selection of units, some of which are available in each scenario:



### ITHACAN ALLIANCE

**Hero:** Achilles and Odysseus.  
**Troops:** Amazons and Centaurs.



### SPARTAN ALLIANCE

**Hero:** Heracles and Leonidas.  
**Troops:** Hoplites and Spartans.



### OTHERWORDLY ALLIANCE

**God:** Hades.  
**Monsters:** Cerberus, Medusa and Minotaur.  
**Troops:** Infernal Hounds and Infernal Warriors.

## CAMPAIGN SPECIAL RULES

Campaign special rules apply to all scenarios in the campaign, in addition to any special rules that may apply to an individual scenario.

### KAKOI

The campaign revolves around collecting or destroying the kakoi. When a player either collects or destroys a kakoi, it is placed in one of his reserves, on the dashboard of the god or hero that gained it. Collectively, a player's reserves are his scoring pile for the campaign.

### Gathering Them Up

Any unit can pick up a kakoi using the claim action. The only difference between carrying a kakoi and an omphalos is that a kakoi is dropped if the unit suffers any wounds.

### Stashing Them

The heroes from the Ithacan and Spartan Alliances can hide a kakoi if no enemy units are in the same area. This requires an attack action. Each attack hides 1 kakoi.

When a kakoi is hidden by a unit, place it in their reserve.

### Smashing Them

Hades, or a monster from the Otherworldly Alliance, can destroy a kakoi if no enemy units are in the same area. This requires an attack action. Each attack destroys 1 kakoi.

When a kakoi is destroyed, place it in Hades' reserve.



### Legacy

When a hero or Hades loses their last point of *vitality*, 1 kakoi from their reserve is placed in their area.

### Bonuses From the Kakoi







All players benefit from having kakoi in their reserve. However, the benefit varies with the alliance.

A kakoi spent to gain a bonus is placed back in the box. Take care not to spend your kakoi frivolously, as you will regret it after the final scenario!

### Ithacan/Spartan Alliances

Once during his activation, a hero can discard one kakoi from their owner's reserve. This does not count as an action. Each kakoi a hero discards allows them to choose one of the following benefits:

- This hero, or a friendly unit in their area, is healed. A unit cannot have more *vitality* than the maximum listed on its dashboard. Any excess is wasted. Roll 1 dice:







 or  recovers 2 vitality  
 or  recovers 3 vitality  
 or  recovers 4 vitality

- This hero makes an immediate 6 dice attack that does not count as one of their actions for the activation.

### Otherworldly Alliance

Once during his activation, Hades can discard a kakoi from his reserve. This does not count as an action. Each kakoi Hades discards allows him to choose one of the following benefits:

- Choose a monster on the board. That monster makes an immediate 6 dice attack that does not count as one of their actions for the turn.
- A monster of your choice, anywhere on the board, is healed. A unit cannot have more *vitality* than the maximum listed on its dashboard. Any excess is wasted. Roll 1 dice:

 or  recovers 2 vitality  
,  or  recovers 3 vitality  
 recovers 4 vitality

### Careful Accounting

Kakoi stay in the reserve of each alliance from one scenario to the next. This keeps a running total for the campaign of all the kakoi that have been collected/destroyed and not spent on bonuses.

### THICK SKINNED

In this campaign, a unit that loses their last *vitality* isn't quite dead yet. Instead of removing the miniature from the game, lie it on its side to show that it can no longer be activated.

A player can spend a kakoi from their reserve to heal the unit, as described above. As soon as they recover at least 1 *vitality*, stand the miniature up again: it's back in the fight!

### LOSE THE BATTLE, WIN THE WAR

In this campaign, it is not winning individual scenarios that matters, but winning the whole war. No victory conditions are listed at the end of scenarios 1 and 2; simply conditions that end the game.

The victor of the whole campaign will be decided at the end of the third scenario, so players should read those victory conditions before they start scenario 1.







## CAMPAIGN SCENARIO 1

# PRISONERS OF TARTARUS

Board:

TARTARUS

The second Titanomachy has ravaged the world. Prometheus, almost crushed by the near extinction of humanity, isn't ready to let the destructive folly of some gods ruin all he has worked so hard for. The gods, meanwhile, have dived headfirst into a race for power - to the detriment of the human species and a world that Prometheus has always tried to favour.

To put a stop to this, Prometheus has formed a plan: attempt to seal the evils plaguing humanity back in Pandora's box, at least temporarily. The cataclysm that destroyed Olympus and shook the world has also had the unforeseen effect of crystallizing the ills in the form of kakoi, and scattering them on the shores of the Styx and in the far reaches of Tartarus. Knowing that he cannot succeed alone, Prometheus, has summoned the wily Odysseus, former king of Ithaca, whom he knows is devoted to humanity and its future.

In order to help his quest for the kakoi, the Titan tells the hero that he would gain significant support if he freed the greatest Greek warrior still held in in the Underworld: the unsurpassable Achilles.

On his side, Ares "the furious", also covets the kakoi. He, the most hated by all the other gods, has never forgotten the words spoken by his father during the Trojan war: "I hate you more than any of the other gods living on Olympus, as you only dream of discord, war, and battles."

By getting his hands on the ills of humanity and sealing them in Pandora's box once more, he thus hopes to be able to rally all of mankind to his side and defy Zeus by turning humanity against him. However, for fear of his stratagem being discovered too soon, the God of War and Destruction does not wish to take part in this quest directly, which is why he makes use of the services of the former King of Sparta, the glorious Leonidas.

Foreseeing the dangers awaiting Leonidas and his troops once they reach the Underworld, Ares advises the hero of Thermopylae to free the venerated Heracles, locked away by Hades in Tartarus. The bravery and passion of the famous hero will be precious allies during the confrontations to come.

As for Hades, despite no longer ruling the Underworld, he also nurtures the ambition of gathering all the kakoi for his own gain. He knows that Pandora's box, once again filled with all of its ills, will become a priceless treasure. And so Hades opposes anyone who dares to defy him on his own ground. As the King of the Underworld, he can count on many baleful allies to help him with this sinister task.



## FORCES



Depending on the alliances chosen at the beginning of the campaign, the players have the following units at their disposal for this scenario. In a 2-player game, the forces of the third alliance are not deployed.

### ITHACAN ALLIANCE



Hero: Achilles and Odysseus.

Troops: Amazons and Centaurs.

### SPARTAN ALLIANCE



Hero: Heracles and Leonidas.

Troops: Hoplites and Spartans.

### OTHERWORDLY ALLIANCE



God: Hades.

Monsters: Cerberus, Medusa and Minotaur.

Troops: Infernal Warriors.

## SETUP

Omphalos are not used in this scenario (though the gems are used to represent kakoi, instead).

Achilles, Heracles, Cerberus and the Minotaur start the scenario as prisoners, already deployed as shown on the map.

All other units start the scenario off the battlefield and must deploy as their first action.

Players start with a hand of 4 cards at the beginning of the game. This is made up of 3 art of war cards from the supply, plus 1 card drawn from their deck.

This scenario's game turn order is fixed: first the Otherworldly Alliance, then the Ithacan Alliance, and finally the Spartan Alliance.



## GAME END

THE GAME ENDS IMMEDIATELY IF EITHER:

**3 OF THE 4 KAKOI HAVE BEEN COLLECTED AND/OR DESTROYED.**

**NEITHER OF THE HEROES OF ONE ALLIANCE CAN BE ACTIVATED.**

**ANY MONSTERS OR HEROES THAT AREN'T LIBERATED BEFORE THE SCENARIO ENDS WILL BEGIN THE NEXT SCENARIO AT HALF VITALITY.**





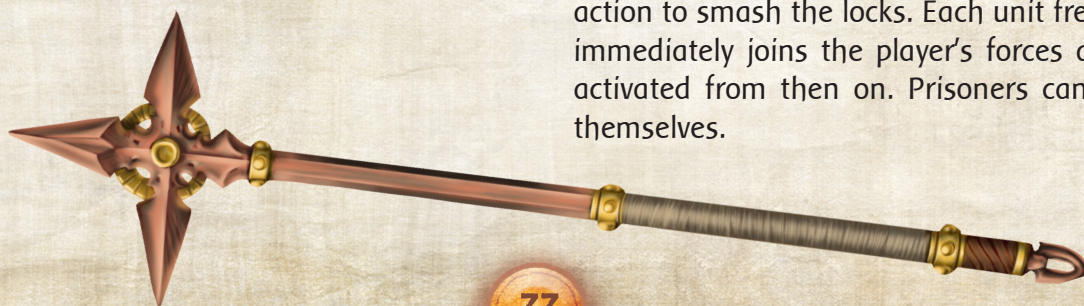
## SPECIAL RULES

### SANDSTORM

The sandstorm raging throughout Tartarus reduces the maximum *range* of any attack to 1.

### LIBERATION

A unit can release a friendly prisoner when they are in the same area. This requires an attack action to smash the locks. Each unit freed this way immediately joins the player's forces and may be activated from then on. Prisoners cannot release themselves.







## CAMPAIGN SCENARIO 2

# AT THE GATES OF THE UNDERWORLD

Board:

STYX RIVER

*Prometheus' and Ares' envoys, despite being enemies, have managed to thwart the ploys of Hades' troops and were able to free Achilles and Heracles. They must now find as many kakoi as possible before escaping the Underworld.*

*Meanwhile, Hades has not given up either, and intends to recover the kakoi for himself, as well as put an end to the mad race of warriors led by Odysseus and Leonidas before they cross the dark waters of the Styx. One does not travel with impunity across what he still considers to be his kingdom.*



## FORCES



Depending on the alliances chosen at the beginning of the campaign, the players have the following units at their disposal for this scenario. In a 2-player game, the forces of the third alliance are not deployed.

Prisoners who were not successfully released during the previous scenario begin the game at half *vitality*.

### ITHACAN ALLIANCE



**Hero:** Achilles and Odysseus.

**Troops:** Amazons and Centaurs.

### SPARTAN ALLIANCE



**Hero:** Heracles and Leonidas.

**Troops:** Hoplites and Spartans.

### OTHERWORDLY ALLIANCE



**God:** Hades.

**Monsters:** Cerberus and Minotaur.

**Troops:** Infernal Hounds and Infernal Warriors.

## SETUP

Each player rolls a dice. The player with the highest roll becomes lead player.

Omphalos are not used in this scenario (though the gems are used to represent kakoi, instead).

Place 1 ruined column in each ruins area.

Place Hades as marked on the map. All other units start the scenario off the battlefield and must deploy as their first action.



## GAME END

THE GAME ENDS IMMEDIATELY IF EITHER:

THERE ARE NO KAKOI LEFT ON THE BOARD.

NEITHER OF THE HEROES FROM ONE OF THE ALLIANCES CAN BE ACTIVATED.

HADES IS DESTROYED. THE ALLIANCE THAT DEALT THE FATAL BLOW GAINS UP TO 2 KAKOI FROM HADES' RESERVE.

ANY MONSTERS OR HEROES THAT WERE DESTROYED DURING THIS SCENARIO WILL BEGIN THE NEXT SCENARIO AT HALF *VITALITY*.





## SPECIAL RULE

### GUARDIAN OF THE UNDERWORLD

Hades cannot move, or be moved, by any means.







## CAMPAIGN SCENARIO 3

# IN THE BOX!

Board:

OLYMPUS IN RUINS

*The heroes sent by Prometheus and Ares have overcome great trials and released the glorious Achilles and Heracles from their cells. They have crossed and re-crossed the terrible waters of the Styx, and risked Hades' wrath without fear. They have truly earned the title of hero this brave day!*

*After gathering the kakoi in their possession, the heroes leave the Underworld, and march for days until they reach the ruins of Olympus, where Pandora's box now lies. As they stride towards the gates of the divine city in order to place the scourges inside the famous box, the sky darkens abruptly and the air thickens with menace. Will either the Ithacan or the Spartan alliance be able to reach the box to seal the kakoi safely away once more?*

*Suddenly, Hades appears, accompanied by his troops. "You really thought you could get away so easily?" he roars. "Give me the kakoi immediately, and perhaps I will allow you to live."*



## FORCES



Depending on the alliances chosen at the beginning of the campaign, the players have the following units at their disposal for this scenario. In a 2-player game, the forces of the third alliance are not deployed.

Units that were destroyed during the previous scenario begin the game at half *vitality*.



### ITHACAN ALLIANCE

**Hero:** Achilles and Odysseus.

**Troops:** Amazons and Centaurs.



### SPARTAN ALLIANCE

**Hero:** Heracles and Leonidas.

**Troops:** Hoplites and Spartans.



### OTHERWORDLY ALLIANCE

**God:** Hades.

**Monsters:** Cerberus and Minotaur.

**Troops:** Infernal Hounds and Infernal Warriors.

## SETUP

Each player rolls a dice. The player with the highest roll becomes lead player.

Place 2 trees in each forest area.

Place 2 ruined columns in each ruins area.

Starting with the lead player and continuing clockwise, each player chooses a deployment zone.

Place a token representing Pandora's box as shown on the map.

All units start the scenario off the battlefield and must deploy as their first action.



## GAME END AND CAMPAIGN VICTORY

THE GAME ENDS IMMEDIATELY IF ONE OF THE FOLLOWING HAPPENS:

BOTH HEROES OF THE SAME ALLIANCE HAVE RELEASED THEIR KAKOI INTO PANDORA'S BOX.

NEITHER OF THE HEROES FROM ONE OF THE ALLIANCES CAN BE ACTIVATED.

HADES IS DESTROYED.

BOTH MONSTERS ARE DESTROYED.

AT THE END OF THIS THIRD SCENARIO, THE ALLIANCE WITH THE MOST KAKOI IN ITS RESERVE WINS.

## SPECIAL RULES

### BANEFUL ABSORPTION

Kakoi spent by the Ithacan and Spartan Alliances to gain bonuses in this scenario are placed in the Otherworldly Alliance's reserve instead of back in the box.

### VANQUISH THE BEAST

Each destroyed monster removes 1 kakoi from Hades' reserve and places it back in the box.





## PANDORA'S BOX

A hero in the same area as Pandora's box can release their kakoi into it for safe keeping. This is a complex action.

Once the hero has done this, their miniature is removed from the game. That unit takes no further part in the battle.

Kakoi that are released in this way can no longer be spent or lost, but do count towards that player's total for purposes of calculating victory.

The first hero of an alliance to undertake this action gains 1 extra kakoi for his reserve. The second hero of that same alliance to undertake this action gains 2 extra kakoi.





## EPILOGUE

Depending on which alliance won the campaign, the world continues on a slightly different path...

### VICTORY FOR THE ITHACAN ALLIANCE

*The alliance led by Odysseus has triumphed over Leonidas' troops and those of the infernal army.*

*The ills of humanity are now sealed in the box and in the possession of the former king of Ithaca. Prometheus is satisfied, and while the future of mankind isn't radiant yet, it is at least now no longer fatally compromised... at least for now.*

### VICTORY FOR THE SPARTAN ALLIANCE

*Leonidas has led his troops to victory! The bellicose alliance of Ares has crushed its enemies and Pandora's box now belongs to the powerful God of War.*

*By threatening mankind to release the kakoi from the box once more, he will be able to forge the most formidable army ever seen. Zeus, and any who would stand in his way, must surely now stand aside.*

### VICTORY OF THE OTHERWORLDLY ALLIANCE

*Hades has emerged triumphant over the heroes sent to do the dirty work for Ares and Prometheus. Now he is the sole possessor of the crystals that harbour the ills of humanity.*

*The former King of the Underworld is in a strong position to determine the future of Pandora's box, and strike an advantageous bargain with his brother, Zeus. His status in this new age is much more important to him than the fate of mere humans.*

*As for Prometheus and Ares: they should have learned long ago that no one escapes Zeus' will.*





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