DARK AGES EXPANSIONS PACK MANUAL

1 FIVE-PIECE POSEIDON MONUMENT

1 POSEIDON HELP CARD

1 POSEIDON GOD'S ARTIFACT

10 POSEIDON BLESSING CARDS

1 FLEET BOARD

6 FLEET TOKENS

7 PORT TOKENS

POSEIDON

Note! This expansion strongly alters the base game and is intended for experienced players. We suggest to use only 1 expansion with the icon at a time during a single game, although the Simple mode can be used in any game.

*The Poseidon expansion is **required** to use the Atlantis expansion.*

SETUP:

- Place the Poseidon Monument in Messenia.
- Place Poseidon's God's Artifact card under the Poseidon Monument.
- Take the Poseidon Help card - use the side marked witha **red** corner.
- Place 1 Port token (at random, number side down) in each of those Regions: Acarnania, Thessaly, Attica, Messenia and Laconia.

If you are playing with more than 4 players, place additional Port tokens:

5-6 players: North Atlantis (if you use Atlantis expansion)
6 players: Lesbos (if you use City of Steel expansion)

- Shuffle Poseidon Blessings into Blessing Deck.

All other rules of the base game apply normally.

PORTS

Regions with Ports are treated as connected with each other. However there are some limitations:

- Monsters cannot move from one Port to another.
- The Hoplite Movement Regular Action cannot be used to move Hoplites from one Port to another.
- The Hero Movement Regular Action can be used to move a Hero from one Port to another. This counts as moving 1 Region.
- The March Special Action can be used to move an Armies from one Port to another. This counts as moving 1 Region.
- Hermes' God Power can also be used to move an Army from one Port to another. This counts as moving 1 Region.

FLEET ( )

Fleet is a new, additional Attribute (considered as a basic Attribute).

The Fleet value of each Hero is marked by a Fleet token of their Army color on the Fleet board.

Each player stars with a Fleet value of 1. The maximum value is 5.

Add your Fleet value to your Army Strength in every Battle taking place in a **Region with a Port**, with the following limitations:

- A player maximum Fleet bonus is equal to their Fleet Attribute.
- A player Fleet bonus can never exceed the number of their Hoplites in the Battle.

For example, a player with a Fleet value of 4 and 3 Hoplites in the Battle would gain +3 Army Strength from their Fleet Attribute.

POSEIDON SIMPLE MODE:

The Poseidon Monument can also be used in the Simple mode, in which it replaces one of the three Monuments of the basic game. In such a case, simply replace Athena by Poseidon.

- During Setup, place the Poseidon Monument in Attica, instead of the Athena Monument.
- Place Poseidon's Artifact card under the Poseidon Monument.
- Shuffle the Poseidon Blessings cards into the Blessing Deck.
- Take the Poseidon Help card - use the side marked with a **gray** corner.
- Place 1 Port token (at random, number side down) in each of those Regions: Acarnania, Thessaly, Attica, Messenia and Laconia.

If you are playing with more than 4 players, place additional Port tokens:

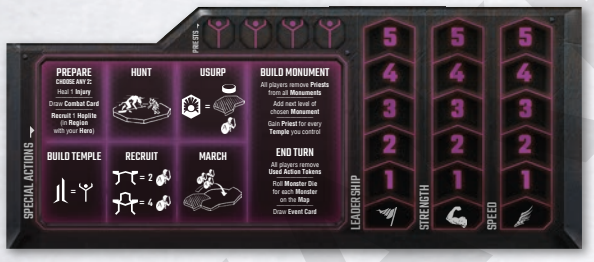
5-6 players: North Atlantis (if you use Atlantis expansion)
6 players: Lesbos (if you use City of Steel expansion)

All other rules of the base game apply normally. Fleet components and rules are not used. This Simple mode can also be used with the Atlantis expansion.

1 ATLANTIS BOARD

3 QUEST CARDS AND QUEST TOKENS

1 ARMY BOARD



15 HOPLITES, 4 PRIESTS

15 CONTROL TOKENS, 1 GLORY TOKEN, 1 COLORED RING

1 HERO (CLEITO)

3 ATTRIBUTE TOKENS

1 HERO BOARD (CLEITO)

3 MONSTERS (SIREN, CETUS, TALOS)

3 MONSTER TRAYS (SIREN, CETUS, TALOS)

4 EVENT MONSTER CARDS (2 SIREN, 2 CETUS)

2 MONSTER REWARD ARTIFACT CARDS (SIREN, CETUS)

1 FACTORY

ATLANTIS
5TH PLAYER EXPANSION

Note! The components of this expansion are designed for 5-player games and cannot be used if there are less players (although Cleito could replace any Hero from the base game). As it introduces new mechanics (the Factory and Talos), this expansion is best suited for experienced players.

Atlantis ***requires*** *the use of the Poseidon expansion and is* ***required*** *to use the City of Steel expansion.*

SETUP:

- Place the additional Atlantis board on the lower-right side of the main board.

- During Step 3 of the Game Preparation, shuffle the additional Monster and Quest Cards into the Event Deck.

THE FACTORY

The Factory is a Special Temple.

Any player controlling the Inner Circle Region of the Atlantis board may perform a Build Temple Special Action to build the Factory. The Factory counts as a Temple (adding Priests to the Priest Pool when built or during Build Monument Actions of the controlling player)

The Factory also counts towards the Favored of the Gods Victory Condition (controlling 5 Regions with a Temple).

When the Factory is built, put Talos miniature on the Atlantis board, in the Inner Circle Region.

TALOS

From the moment the Factory is built, the player that controls the Inner Circle Region also controls Talos.

Talos is treated like a regular Monster, and may be killed during a Hunt.

Talos additional rules:

- The player controlling Talos cannot Hunt it.
- The player controlling Talos may perform 1 Talos Regular Action. Each turn the player may perform this additional Regular Action to move Talos 1 Region **or** to use its Region Attack.
- During each Monster Phase, the player controlling Talos gains an additional Talos Regular Action instead of rolling the Monster Die for Talos.

NEW SEA TRAILS

The Sea Trails of the Atlantis board lead to the corresponding Regions of the main board and of the City of Steel board (if used). These Sea Trails work both ways.

14 ORICHALKUM TOKENS

10 CONSTRUCT CARDS

ORICHALKUM AND CONSTRUCTS

Note! This expansion strongly alters the base game and is intended for experienced players. We suggest to use only 1 expansion with the ! icon at a time during a single game.

Orichalkum can be combined with the Poseidon and Atlantis expansions.

SETUP:

- During Step 2 of the Game Preparation, place 1 Orichalkum token in each Region with a City.

Do not place any Orichalkum token in Sparta or in Troy (if you are using City of Steel expansion).

- During Step 8 of the Game Preparation, draw 3 Construct Cards and set them (face up) next to the board.

ORICHALKUM

When a Hero ends a Hero Movement Regular Action (and doesn't start any Quest) in a Region with a Orichalkum token, they may take it.

At the beginning of their Turn (before performing any Action), a player may spend any number of Orichalkum tokens (removing them from the game) to recharge the same number of their Artifacts.

Orichalkum tokens may be also spent to use any face up Construct card.

CONSTRUCTS

At the beginning of their Turn (before performing any Action), a player may use 1 of the 3 face up Construct cards, paying its cost (printed on the card) in Orichalkum tokens.

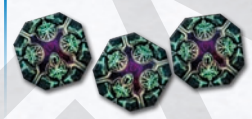
A Construct card is removed from the game after use. It cannot not be used again this game.

During the Event Phase, if there are less than 3 face up Construct cards, draw cards from the Construct deck and place them face up until that there are 3 face up Construct cards.

1 FIVE-PIECE HADES MONUMENT

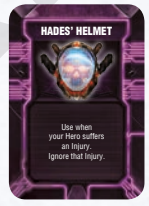
6 WARRIORS OF HADES

6 GATE OF HADES TOKENS

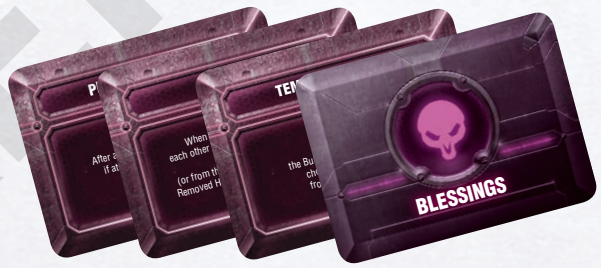


1 HADES HELP CARD

1 HADES GOD'S ARTIFACT



10 HADES BLESSING CARDS



1 UNDERWORLD BOARD

6 RAISE TOKENS

HADES

Note! This expansion strongly alters the base game and is intended for experienced players. We suggest to use only 1 expansion with the ! icon at a time during a single game.

SETUP

- Place the Hades Monument in Messenia.
- Place Hades' Artifact card under the Hades Monument.
- Take the Hades Help card - use the side marked with a **red** corner.
- When Choosing their Hero, each player takes 1 Warrior of Hades and places it in any Region on the board. After placing the Warriors of Hades, the players deploy their Hoplites and Hero as normal.
- After all Heroes are placed on the Board, before starting the game, each player places 1 Gate of Hades in the starting Region of their Hero.
- Shuffle Hades Blessings into Blessing Deck.

WARRIORS OF HADES

A Warrior of Hades increases the Population Strength of a Region he is in by 1.

Warriors of Hades automatically join any Army in their Region if this Region is Controlled by that Army's player.

Each Warrior of Hades add +1 Army Strength to the Army they joined.

Warriors of Hades can freely (do not count them as Hoplites) move with the Army they joined.

When an Army including Warriors of Hades enters a Region containing another player's Army, they remain with the moving Army at least until the end of the Battle.

Army with any number of Warriors of Hades kills 1 enemy Hoplite before the Battle when attacking.

Warrior of Hades are not considered as Hoplites. They cannot die and are not affected by effects affecting Hoplites. After a Battle, Warrior of Hades always remains in the Region Battle took place, even if its owner Hoplites withdraw or were all killed.

UNDERWORLD BOARD

Regardless of how they were killed (Region Attack, Casualty, etc.) all killed Hoplites are placed on the Underworld board. They can come back in play by performing the Resurrection Regular Action (see below).

RAISE

Raise is a new, additional Attribute (considered as a basic Attribute).

The Raise value of each Hero is marked by a Raise token of their Army color on the Underworld board.

Each player starts with a Raise value of 1. The maximum value is 5.

The Raise Attribute is used during the Resurrection Regular Action (see below).

GATES OF HADES AND RESURRECTION

Resurrection is a new Regular Action:

Take a number of your Hoplites equal to your Raise Attribute from the Underworld board and place them in a Region with a Gate of Hades or in your Hoplite Pool. You may start a Battle that way.

HADES SIMPLE MODE:

The Hades Monument can also be used in the Simple mode, in which it replaces one of the three Monuments of the basic game. In such a case, simply replace Zeus by Hades.

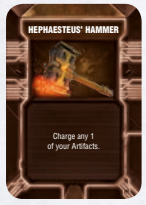
- During Setup, place the Hades Monument in Thessaly, instead of the Zeus Monument.
- Place Hades' Artifact card under the Hades Monument.
- Shuffle the Hades Blessings cards into the Blessing Deck.
- Take the Hades Help card - use the side marked with a **gray** corner.

All other rules of the base game apply normally. Warriors of Hades, Rise tokens, Gate of Hades tokens and Underworld board components and rules are not used.

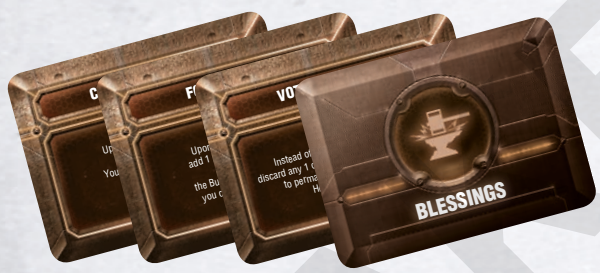
1 FIVE-PIECE HEPHAESTUS MONUMENT

1 HEPHAESTUS HELP CARD

1 HEPHAESTUS GOD'S ARTIFACT



10 HEPHAESTUS BLESSING CARDS



13 RELIC CARDS

5 NEUTRAL ARTIFACT CARDS

HEPHAESTUS

Note! This expansion strongly alters the base game and is intended for experienced players. We suggest to use only 1 expansion with the icon at a time during a single game.

SETUP

- Place the Hephaestus Monument in Messenia.
- Place Hephaestus' Artifact card under the Hephaestus Monument.
- Take the Hephaestus Help card - use the side marked with a **red** corner.
- After placing Heroes and drawing starting Combat Cards, set aside all the Lightning cards from the Relic deck and form a Lightning deck face up.
- Then, draw 3 cards from the Relic deck and place them face up on the side of the board, above the Quest slots. During the game, players will be able to Reforge their Combat Cards into these Relics (see below).
- Shuffle Hephaestus Blessings into Blessing Deck.
- During the Event Phase, if there are less than 3 face up Relic cards, draw cards from the Relic deck and place them face up until that there are 3 face up Relic cards, plus the Lightning face up deck.

RELICS

Relics are special type of card, part Combat Cards and part Artifacts.

Players can gain Relic by Reforging Combat Cards (see below).

When a player gains a Relic, it is placed next to their Hero board, visible for every player.

Relics are used as normal Combat Card (during Hunt or Battle), but they are not discarded after use. Instead, they are marked as used as an Artifact. They are charged as normal Artifacts, during the Build Monument Special Action.

Relics do not count against your Combat Card limit.

Relics are not Artifacts. They are not affected by effects affecting Artifacts.

REFORGE

A player can perform a Prayer Regular Action and send a Priest to the Hephaestus Monument to Reforge 1 Combat Card. Choose and discard 1 appropriate Combat Card to take the corresponding Relic card.

You can only Reforge a Combat Card into a Relic that bears the corresponding Wound symbol (for example, you can Reforge a Sword Combat Card into the Sword of Justice Relic card).

Shield can be Reforged into Mirror Shield.

Sickle can be Reforged into Adamantine Sickle.

LIGHTNING

Lightning Relics cards work a bit differently:

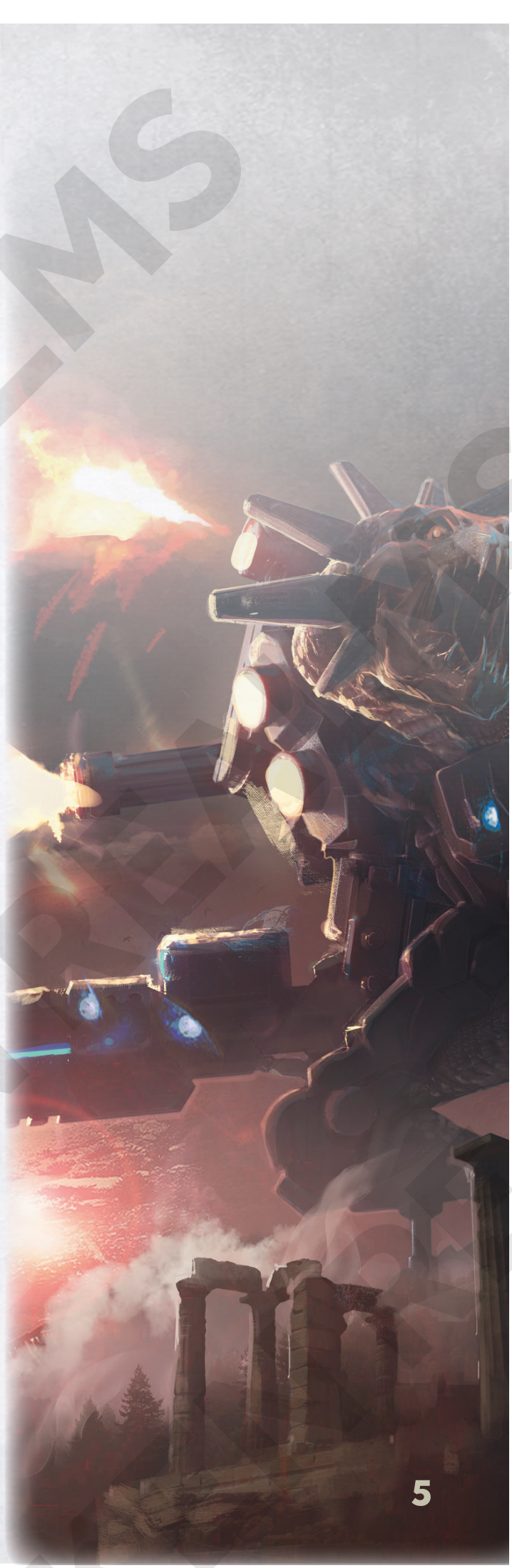
- When you choose a Lightning Relic card when Reforging, you do not discard any of your Combat cards.
- Lightning Relic cards are always available.
- Lightning Relics card are discarded after use and go back the Lightning deck.
- Players can never have more than 1 Lightning Relic card at a time.

HEPHAESTUS SIMPLE MODE:

The Hephaestus Monument can also be used in the Simple mode, in which it replaces one of the three Monuments of the basic game. In such a case, simply replace Zeus by Hephaestus.

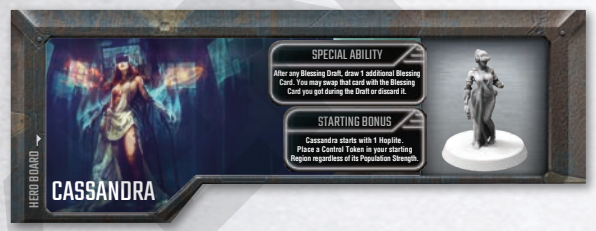
- During Setup, place the Hephaestus Monument in Thessaly, instead of the Zeus Monument.
- Place Hephaestus' Artifact card under the Hephaestus Monument.
- Shuffle the Hephaestus Blessings cards into the Blessing Deck.
- Take the Hephaestus Help card - use the side marked with a **gray** corner.

All other rules of the base game apply normally. Relic cards rules are not used.



2 HEROES (CASSANDRA, ODYSSEUS)

2 HERO BOARD (CASSANDRA, ODYSSEUS)



2 MONSTERS (TYPHON, PYTHON)

2 MONSTER TRAYS (TYPHON, PYTHON)

4 EVENT MONSTER CARDS (2 TYPHON, 2 PYTHON)

2 MONSTER REWARD ARTIFACT CARDS (TYPHON, PYTHON)

HEROES AND MONSTERS

This expansion does not alter the rules in a significant way. It only adds some variety and can be used in any game, even with expansions marked with the ! icon.

SETUP

- During Step 3 of the Game Preparation, shuffle the additional Monster Cards into the Event Deck.
- Heroes are chosen as usual - you just have larger pool to choose from!

All components in this expansion are similar to their base game counterparts. Keep in mind that adding Monsters to the game without adding the Additional Combat Cards mini expansion (see below) might slightly alter the balance of the Victory Conditions!

6 COMBAT CARDS

ADDITIONAL COMBAT CARDS

This expansion does not alter the rules in a significant way. It only adds some variety and can be used in any game, even with expansions marked with the ! icon.

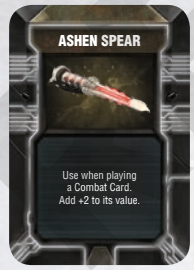
SETUP

- During Step 3 of the Game Preparation, shuffle the additional Combat Cards into their deck.

They are used just like a normal Combat Cards.

1 SPECIAL MONSTER (CHIRON)

1 MONSTER REWARD ARTIFACT CARD



1 MONSTER TRAY

6 CHIRON'S TRAINING CARDS

2 EVENT MONSTER CARDS

CHIRON

This expansion does not alter the rules in a significant way and can be used in any game, even with expansions marked with the icon.

SETUP

- During Step 3 of Game Preparation shuffle the Chiron Monster Cards into the Event Deck. Chiron may appear on the board as any other Monster during the Game Setup or any Event Phase.
- Create a face down deck containing the 6 Chiron's Training Cards. They will be used when Chiron appears on the board (see below).

TRAINING QUESTS

- When Chiron appears on the board, draw 1 Training Card and place it on the first empty Quest slot.

If there is no empty Quest slot, discard the first Quest card on which there is no Hero. If there is a Hero on each Quest put the Training Card aside. It will become available when the first Quest is done.

- Training Cards function exactly as a normal Quest Cards. A player must possess (and show to the other players) specific Combat Cards in order to start the Training Quest.
- After Hero completes a Training Quest, the player takes the Training Card and places it next to their Hero Board.
- When player takes Training card after completing the Training, place a new Training card in the Quest slot.
- If Chiron was killed, discard a Training Card (if any Hero was on this Training, place them back in the Region Chiron was in).

TRAINING CARDS AFTER COMPLETED TRAINING

- Training Cards are used as normal Combat Card (during Hunt or Battle), but they are not discarded after use.

Instead, they are marked as used as an Artifact. They are charged as normal Artifacts, during the Build Monument Special Action.

- Training Cards do not count against Combat Card limit.
- Training Cards are not Artifacts. They are not affected by effects affecting Artifacts.

5 OPPORTUNITY CARDS

OPPORTUNITY CARDS

This expansion does not alter the rules in a significant way and can be used in any game, even with expansions marked with the icon.

SETUP

During Step 3 of the Game Preparation, shuffle the Opportunity Cards into the Event Deck.

OPPORTUNITY CARDS

When an Opportunity Card is drawn from the Event deck (during the Game Setup or any Event Phase), it is placed face up on the top of the Event deck.

It stays there until any player decides to use it or, if unused, is discarded at the start of the next Event Phase.

At the beginning of their Turn (before performing any Action), a player may choose to use the face up Opportunity Card. The player applies the text written on the card and then draws a new Event Card from the deck.

Opportunity Cards are discarded after use.

1 PANDORA'S BOX WITH SECRET CONTENTS (ONLY IN KICKSTARTER EDITION SETS)

PANDORA'S BOX

If you decide to open this box before the game, you must use its content in this game. WARNING ! For experienced players only!

1 ENVELOPE WITH SECRET CONTENTS (ONLY IN KICKSTARTER EDITION SETS)

SECRET ENVELOPE

The first player who wins 3 games opens the envelope, checks its contents and introduces the rules described there.

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