



LORDS  
OF  
HELLAS

CAMPAIGN BOOK

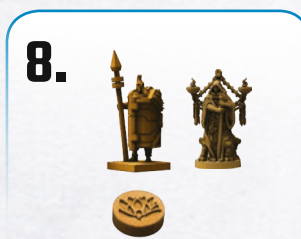


# OVERVIEW

The 1-player adventure mode of *Lords of Hellas* immerses you in the story of the legendary Persian Invasion. In the first of two acts, you will attempt to gather as many allies and soldiers as possible, while stopping Xerxes' vanguard. In the second act, the Persian emperor himself arrives in Greece, leading the largest army the ancient world has ever seen. You will need all of your cunning and tactical skill, as well as careful preparations from Act I, to prevail.

This solo variant of the game uses a special map, found on the back of the regular game board with monster movement arrows and special population attitude tracks located next to all lands.

All games are semi-randomized with different quests, monsters and a set of triggered Scripts.



For more info about Xerxes' Board see page 5.



# GENERAL RULES

## SETUP

- Place 3 fully upgraded **Monuments** (Zeus, Athena, Hermes) on their indicated spaces on the **Map**. Place the 3 **God's Artifacts** (Owl of Athena, Boots of Hermes, Thunder of Zeus) next to the **Map**.
- Place the Oracle of **Delphi** in Phocis.
- Set 6 **Temples** on their indicated spot on the **Map**.
- Select the cards with the single player symbol from the following decks: **Combat Cards**, **Blessings**, and **Artifacts**.



Set aside the rest of the cards from those decks, as they will not be used in the single player game.

- Separate the **Quest Cards** from the **Events Deck** (exclude the Capture Cretan Bull card, as it won't be used in this mode) and set them next to the **Map** together with their appropriate **Quest Tokens**.
- Place **Monster models** and **Monster Trays** next to the **Map**. Exclude Chimera, as it won't be used in this mode. Place **Wound tokens** and the **Monster Die** next to the **Map**. Place **Monster Attack Deck** on the **Map**.
- Select the Achilles **Hero Board** and place it in front of you. Put a blue ring on the Achilles model's base. Select the blue **Hoplites**, **Priests**, **Control Tokens** and 3 **Attribute** tokens.
- Set all yellow **Hoplites**, **Priests** and **Control Tokens** next to the **Map** – they will represent your **Allies** during this game.
- Green **Hoplites** and **Control Tokens** will represent Persian armies and the **Regions** they've conquered. Set them next to the **Map**. Green **Priest** models represent the **Spies** of Xerxes.
- Set **Xerxes' Board** next to the **Map**. Place one of the green **Control Tokens** on the first space of the Persian **Invasion Track**, and a second token on the first space of the **Mobilization Track**. Place four **Spies** of Xerxes (green **Priests**) on **Xerxes' Command Track** so that they occupy slots from 2 to 5 (the first slot on the track should always be empty).
- Take all 24 **Used Action Tokens**, shuffle them and set them face down next to the **Map** so that you cannot see their numbers. This pile will grow smaller during the game with your every **Special Action**, representing the passage of time.

You should never return any **Used Action Tokens** to the pile.

- Place appropriately colored **Glory Tokens** on the **Population Attitude Tracks** next to all **Lands**. Set them in the "Neutral" position.

Any remaining game pieces won't be used in this mode:

- Event Cards** (excluding the missions selected earlier)
- Chimera (and its **Monster Tray**)
- Models of Perseus, Heracles, and Helena with their respective **Hero Boards** and tokens
- Red **Hoplites**, **Priests** and **Control Tokens**
- Temple Cards**



## ARMY TYPES



In this game mode, three types of armies and three colors of **Control Tokens** will be present on the **Map**.

Blue represents **Sparta** and the most loyal of your troops. Accordingly, blue **Regions** represent places where people are most faithful to you and will support you no matter what. During this mode, you'll also be able to use blue **Priests** (and only blue), sending them to appropriate **Monuments**.

Yellow is for your **Allies**. These forces were sent by Greek city states to help you fight against Xerxes. Although they're just as skilled in combat as your blue troops, their loyalty isn't boundless—you may find them abandoning your ranks for various reasons. You can command them as you would your own troops. The same can be said for yellow **Regions**. They recognize your authority and will support you, as long as it benefits them, and as long as they believe the Persians can indeed be defeated.

When you take control over the **Region** in a **Land**, where **Population Attitude** towards you is different than **Loyal**, you have to use yellow **Control Token** to mark it! Only when **Region** is in a **Land** with **Allied Population Attitude** you may put a blue **Control Token** on it.

Green units represent Persian armies. Mark the **Regions** conquered by the invaders with green **Control Tokens**. Their forces are much more numerous, and to signify that, every green **Hoplite** is two times stronger than yours (it has 2 points of **Strength** and its value counts as 2 when comparing to the **Population Strength** of any **Region** on the **Map**). Green **Priests**, as mentioned before, are Xerxes' shady **Spies** and informants.

## TURN SEQUENCE

This game will play out in **Turns**, each divided into 2 **Phases**.

1. **PLAYER PHASE**
2. **EVENTS PHASE**

During the **Player Phase**, you will be able to perform 4 **Regular Actions**, just like in the regular game (**Hoplite Movement Action**, **Hero Movement Action**, **Prayer Action**, **Use Artifact Action**). After your **Regular Actions** are finished, you must use one **Special Action**.

## SPECIAL ACTIONS

In this scenario, you may choose from 6 out of 7 **Special Actions**. In this scenario, you may choose from 6 out of 7 **Special Actions**. Mark any used **Special Action** with a **Used Action Token**. The seventh **Special Action**, "**Build Monument**", is not used, as all **Monuments** are already built from the start. Instead, a new "**Pass**" **Special Action** becomes available (see rules below).

Other actions work like the standard game, with a few exceptions:

- **Recruit** – this **Special Action** will provide you with fewer **Hoplites** than usual: only 1 in regular **Cities**, and 2 in **Sparta**. Additionally, the color of models will depend on the **Control Token** present in the **Region** they are recruited from (for example: **Hoplites** from **Allied Regions** (with yellow **Control Token** denoting them) will be yellow. This last rule applies to all kinds of activities that provide you with troops, with the exception of the "**Prepare**" **Special Action**).
- **Build Temple** – works just like in regular games. You can erect **Temples** both in **Regions** you control (blue **Control Tokens**) and in the **Allied Regions** (yellow **Control Tokens**). Since a **Blessing Draft** is not available in this game mode, "**Build Temple**" **Special Actions** won't trigger a draft. **Blessings** will be awarded for killing **Monsters** instead.

Keep in mind that building a **Temple** in an **Allied Region** (one marked with yellow **Control Token**) will grant you a blue **Priest**!

- **Hunt** – works just like in regular games with one exception: during the **Monster Attack Phase** you simply draw the top card from the **Monster Attack Deck** because there's no enemy player who could choose one of two cards for you.
- **Usurp** – you are allowed to **Usurp** as in the regular game mode. To do so, you must possess an appropriate **Glorify Token**—they represent the attitude of the local populace towards your **Hero** and his fight against Xerxes. Detailed rules for managing the tokens and determining the sentiments of the Greek populace are described later (see **Population Attitude**). You can't **Usurp** the northernmost **Land** (red-bordered).
- **March** – works just like in regular games.
- **Prepare** – works similarly to the regular game, but if you decide to recruit **Hoplites** using this **Special Action**, you only get **Allied Hoplites** (yellow).
- **Pass** – remove all **Used Action Tokens** from the **Hero Board**, Recharge your **Artifacts** and go to the **Events Phase**. After passing the **Turn DO NOT** remove the **Priests** located at the **Monuments**. You also don't receive any new **Priests** from **Temples** you control. When you pass the **Turn**, you should take a **Used Action Token**, in the same way as using other **Special Actions** (see below).

Remember that every **Used Action Token** removed from your **Hero Board** is not to be used again in the same playthrough.

## EVENTS PHASE

After using a **Special Action**, move on to the **Events Phase**. To determine what happens in Greece flip over **Used Action Token** you have just used to cover your most recent **Special Action**. If your recent **Special Action** was "**Pass Turn**", and all tokens were removed, take and flip over a single unused token from your pile instead. It is discarded afterwards, as usual.

Check the number on the back of the **Used Action Token** and read the corresponding **Script** from the **Script Book** for your current **Act** (see: **Act I**, **Act II**). Apply any rules found within the **Script** and then check if you have meet the conditions for ending current **Act**. If you haven't meet these, begin your next turn.

## MONSTER DICE

Roughly half of the **Scripts** you encounter will require you to play out the **Monster Phase**. During this **Phase**, roll a **Monster Dice** for each **Monster** present, in order provided on the **Map** (using numbers on the **Regions**, from lowest to highest). The results of your roll play out a little differently than in the regular game mode.

- – this result indicates that the **Monster** terrorized the local populace, who in turn blame your **Hero** for inaction. The **Population Attitude** in the entire **Land** drops by one (see: **Population Attitude**).
- – the **Monster** clashes with armed local defenders, killing one **Hoplite**. If there are no **Hoplites** present, the **Monster** performs a **Movement** instead.
- – the **Monster** moves according to the arrows printed on the **Map**, towards the **Monument**. If it already was in a **Region** with a **Monument**, it destroys one level of the **Monument**.
- – the **Monster** first performs an **Action** and then moves. However, it cannot move twice, even if there are no **Hoplites** to be killed when performing the **Action**.

## MONUMENT DESTRUCTION

During this mode, **Monsters** will attempt to shatter all **Monuments** of the gods present on the **Map**. When a **Monster** reaches its target, it won't move anymore, destroying one level of the **Monument** every time it is required to make a move. When any **Monument** becomes completely destroyed, you lose the game!

## POPULATION ATTITUDE

During your game, the sentiment of Greek citizens will change according to your actions or events that play out over time. The current **Attitude** is represented by the **Glorify Token** on the **Population Attitude Track**. The people of a single **Land** each share one of four sentiments:

- **Hostile** – the worst possible attitude, short of Greek cities declaring their support for Xerxes. A **Hostile Attitude** increases the **Population Strength** by 2 and adds 2 to Persian **Army Strength** in each **Battle** taking place in this **Land**, making it much harder for you to subjugate any **Regions** of this **Land**.
- **Wary** – the people are suspicious and uncertain of your actions, and you have many vocal opponents. The **Population Strength** of all **Regions** in this **Land** increases by 1 when resolving your actions. Additionally, Persian **Army Strength** has a +1 modifier in each **Battle** taking place in this **Land**.
- **Neutral** – the people don't care about you much and intend to fight the Persians on their own.
- **Loyal** – this attitude is only possible if you possess the **Glorify Token** of the same color as this **Land**. Its people become loyal and supportive. You may **Usurp** any **Region** here, and if you take control of **Regions** here in any way, you may place a blue **Control Token** in them.



Please note that the **Attitude** value does not affect **Population Strength** when resolving the results of a Persian attack.

The **Glory Token**, representing the **Attitude** value, will move on its track depending on your actions. Every time you complete a **Quest** or slay a **Monster**, you should move the token one step towards the "Neutral" position. If it is already **Neutral**, you claim the **Glory Token**, removing it from the **Population Attitude Track**. If you already possess a **Glory Token** of this color, you may switch all **Control Tokens** present in this **Land** from yellow to blue.



**Population Attitude** will worsen mostly due to **Monster** actions (it drops by one every time a **Monster** terrorizes a **Region**) and Persian interference. If the token is already on the "Hostile" position and you are required to move it further, remove all of your yellow **Control Tokens** from all **Regions** of this **Land** instead.

## BATTLES

During this mode, you will often face the Persian invaders in combat. **Battles** play out like the regular game mode, but there are some differences caused by the lack of an opposing human player.

The **Battle** begins every time your **Hoplites** end up in the same **Region** as the Persian **Hoplites** OR their **Control Token**. It may happen because of Persian **Army Movement**, or because you have moved into their **Region**. Should several **Battles** occur at the same time, play them out according to a sequence shown by the numbers printed on all **Regions** of the **Map**.

Once the **Battle** begins, first determine your **Army Strength**—you get 1 point for every **Hoplite** model plus any **Fortified** bonuses or special **Hero** rules. The Persian **Army Strength** depends on whether you have met their forces in the field, or invaded a **Land** they've conquered (**Regions** with green **Control Tokens**).

- If Persian **Hoplites** are present in the **Region**, add 2 to their **Army Strength** for each green **Hoplite** model.
- If there's a green **Control Token** in the **Region**, Xerxes has already subdued the local populace and you will face heavy opposition. The enemy **Army Strength** is determined by the number currently indicated on the Persian **Invasion Track** (anywhere from 1 to 10).

Now, you may play **Combat Cards** from your hand. Ensure that the number of **Casualties Symbols** doesn't exceed the number of your **Hoplites** taking part in the **Battle**. The rules on the cards still apply, though some of them need to be modified to fit the single-player game (see: **Combat Cards**). When you're finished playing your cards, draw and reveal a number of enemy cards, indicated by the **Command** value of Persian forces. Pick a card with the highest value, ignore its special rule and add the value to the Persian **Army Strength**.

In short, follow this formula to determine both numbers.

- **YOUR STRENGTH** = 1 (for each **Hoplite**) + X (special abilities, **Fortified**) + sum of the values on all **Combat Cards** played, together with their respective special abilities.
- **ENEMY STRENGTH** = 2 (for each **Hoplite**) or X (the value on the **Invasion Track**) if there's a green **Control Token** in this **Region** + the value of the strongest **Combat Card** (ignore its special ability and **Casualties Symbols**).

## BATTLE RESULTS AND CASUALTIES

The force with the highest **Army Strength** wins. Equal **Strength** values lead to a draw which counts as a win for the defenders.

You lose as many **Hoplites** as there are **Casualties Symbols** on all **Combat Cards** you have played during this **Battle**. Add one additional **Casualty** if you lost the **Battle**.

Losing also means you have to retreat from the **Region**, but you cannot retreat into a **Region** occupied by Persian **Hoplites** or **Control Tokens**. Should you have no other option, you lose all **Hoplites** in this army.

Persian **Casualties** are resolved depending on which **Act** of the story you are in:

- **Act I** – every victory over the Persian **Vanguard** reduces their model count by 1 and forces them to retreat one step, according to this sequence:



If Persian numbers drop to 0, or their army is not able to retreat anymore (they were defeated in Chalkidiki), remove their remaining models from the game and begin **Act II**.

- **Act II** – a victory over the Persian army allows you to remove either all Persian **Hoplites** or the Persian **Control Token** from this **Region**. Additionally, move the **Victory Counter** by 1 slot towards 0 (this counter will be placed at the beginning of **Act II** on the Persian **Invasion Track**).

## MONSTERS

**Monsters** never affect Persian units or **Control Tokens** in any way! Slaying a **Monster** gives you the opportunity to pick 1 of 2 drawn **Blessings** and allows you to improve the **Population Attitude** of the locals towards you, by moving the token on the **Population Attitude Track** one slot up.

During this mode, ignore the detailed rules for the **Monster Region Attack**. Instead, every **Monster** attacking a **Region** simply kills 1 **Hoplite**.

## QUESTS

**Quests** can only be completed during **Act I**, although you must ignore all the rewards they would normally yield. Completing a **Quest** allows you to pick 1 of 2 **Artifacts** as your reward. Additionally, it allows you to improve your standings among local populace. Move the token on the corresponding **Population Attitude Track** by one slot upwards. Keep in mind that any **Quests** you leave incomplete during **Act I** will have negative repercussions in the latter part of the game.

## ARTIFACTS

Some of the **Artifacts** do not take part in the solo mode of the game. The three **Artifacts** associated with **Monuments** are available. You earn those when you take control of the **Regions** with the **Monuments**, and you can use them according to their regular rules. Other **Artifacts** can be obtained after completing a **Quest**. These **Artifacts** are Ambrosia, Apollo's Arrow, Ariadne's Thread, Eye of Graeae, Feme's Trumpet, Harpe and Horn of Plenty. **Artifacts** are **Recharged** whenever you **Pass** a turn.

## COMBAT CARDS

During solo mode, the rules of some **Combat Cards** need to be modified.

- **Flank Attack** – when you attack Persian-controlled **Region**, number of their models is number from **Invasion Track**, divided in half, rounded up. For example, **Army Strength** 7 means 4 **Hoplites**.
- **Tactical Maneuver** – Xerxes' **Leadership** value is determined by **Xerxes' Command Track** (the more **Spies** there are on the **Map**, the higher the value will be).



# PROLOGUE – PREPARATIONS

1. Place 2 Persian **Hoplites** in the Chalkidiki **Region**.
2. Set the Persian **Invasion** and **Mobilization** marker to 0.
3. Place one blue **Control Token** in Laconia and one yellow **Control Token** in Messenia.
4. Place your **Hero** with 2 blue **Hoplites** (representing his **Spartan** soldiers) in Laconia.
5. Draw 1 **Combat Card**.

Now, draw two numbered **Used Action Tokens** and check their values against Table A (see below) to determine which **Monsters** to place on the **Map**. If the second value indicates the same **Monster**, add one Persian **Hoplite** in Chalkidiki instead.

Then, draw three more **Used Action Tokens**. Check their values against Table B (see below) to determine which **Quests** will be available during this game and place their tokens accordingly. If the second or third value indicates the same **Quest**, add 1 **Hoplite** to the Persian **Vanguard** instead for each repeat result of a **Quest**.

Remove any **Used Action Tokens** you have drawn during Prologue from this playthrough.

## TABLE "A" – RANDOM MONSTERS

1-2	Sphinx (Epirus)
3-4	Minotaur (Crete)
5-6	Cyclops (Arcadia)
7-8	Medusa (Messenia)
9-10	Hydra (Laconia)
11-12	Cerberus (Phocis)
13-14	Minotaur (Chalkidiki)
15-16	Cyclops (Boeotia)
17-18	Sphinx (Locris)
19-20	Cerberus (Achaea)
21-22	Medusa (Elis)
23-24	Hydra (Argolis)

## TABLE "B" – RANDOM QUESTS

1-3	<p><b>Saving Prometheus – Macedonia</b></p> <p>This Titan, imprisoned and tormented in the far north, is a testament to Zeus's harsh judgement for the gift he passed to mankind. At the same time, Prometheus remains a symbol of hope and sacrifice to many Greeks. It's hard to say what the Persians will do once they find him chained to his strange metal bed.</p>
4-6	<p><b>Cattle of Geryon – Boeotia</b></p> <p>For a large army, hunger becomes as big a threat as the enemy itself. We should ensure a steady stream of supplies by moving Geryon's enormous cattle herd deeper into Peloponez, where it will be safe from Persian raids. This will secure our provisions for the long months of the coming war. Geryon himself won't be pleased, but in times of war one must be prepared to make some sacrifices.</p>
7-9	<p><b>Aid to Atlas – Messenia</b></p> <p>It seems the vile Persian dogs devised a way to poison Atlas himself, who carries the weight of our world on his shoulders. If their plans come to fruition, our cities could suffer greatly.</p>
10-12	<p><b>Expedition for the Golden Fleece – Acarnania</b></p> <p>The Persian Empire fights not only with its armies, but also with its immense wealth that Xerxes readily uses to bribe people into accepting his rule. Perhaps if we found the legendary Golden Fleece, we could be just as generous as he is.</p>
13-15	<p><b>Kill Stymphalian Birds – Corinthia</b></p> <p>Flesh-eating Stymphalian birds terrorize Corinthia and nearby regions, snatching grown men and children alike. Our people demand protection, and if we fail to provide it, they're going to look elsewhere.</p>
16-18	<p><b>Amazon Queen – Chalkidiki</b></p> <p>Until recently, the Amazons ignored our struggle against the Persian Empire. Only now, facing direct invasion, some tribes rebelled against their queen. If we don't help her, there's no telling what role she could play in the upcoming war.</p>
19-21	<p><b>Clean Augean Stables – Elis</b></p> <p>Augeas, king of Elis, is ready to support you if you could only tidy up his legendary stables, neglected for decades. Earning an important ally in return for shoveling some manure seems like a good bargain. After all, they say a true leader shouldn't be afraid to dirty his hands.</p>
22-24	<p><b>Calydonian Hunt – Aetolia</b></p> <p>Oeneus, king of Calydon, believes the Persian invasion is a punishment for our transgressions against the gods. In order to appease them, he plans to make an offering of the famous Calydonian Boar. Oeneus might be a pious fool, but who knows? Maybe the gods are truly angry? It would not hurt to earn their support.</p>





# ACT I

Just as we have feared, the first Persian forces traversed the mountains and have begun arriving in Macedonia. Some have mistaken them for the main army, but they're only a vanguard, sent to prepare grounds for the main invasion and provide reconnaissance.

It didn't take long for the Persian scouts to notice how divided we are. Xerxes wants to use this to his advantage, and unleashed dozens of spies and demagogues upon our lands. He also assigned a special mission to his troops. They are to reach Phocis and destroy the Delphi Oracle, a symbol of unity and tradition for all of Greece.

## MOBILIZATION

Every time a **Script** contains a **Mobilization** value, move the **Mobilization Counter** that many times to the right. When it reaches the "March" field, move the entire Persian vanguard according to this sequence: Chalkidiki -> Macedonia -> Thessaly -> Locris -> Phocis. Then, set the **Mobilization Counter** back to the beginning of the **Mobilization Track**.



## SCRIPT BOOK (ACT I)

Below you can see a list of possible random scenarios for **Act I** of the game. When applying the **Script**, always start with the rules starting from the top.

**1.** Persian invaders made a deal with the mountain tribes of northern Macedonia and learned the shortest and safest routes through the mountains. It is now easier for them to reinforce their main force.

- ▶ If the Persian **Vanguard** has fewer than 3 **Hoplites** on the **Map**, reinforce it with 1 additional **Hoplite** model. Otherwise, move counter on **Mobilization Track** by one more space.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** Yes

**2.** The Epirote oracle of Dodona attracted an unwelcome visitor. A Sphinx harrases pilgrims, killing anyone who fails to answer her riddles. Soon her thirst for knowledge might draw her deeper into Greek territories.

- ▶ Place a **Sphinx** on the **Map** (in Epirus). If Sphinx is already present or was already defeated, play out a **Monster Phase** instead.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** No

**3.** Xerxes sent his diplomats to convince the Athenians to surrender. The mission was a failure, but some of the envoys mysteriously disappeared into the city...

- ▶ Place a **Spy** in Attica.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +2
- ▶ **Monster Phase:** Yes

**4.** Someone helped the famous Cretan Minotaur to escape his prison. The beast slaughtered King Minos, ruined his palace and is now on the loose.

- ▶ Place Minotaur on the **Map** (in Crete). If Minotaur is already present or has been defeated, play out a **Monster Phase** instead.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** No

**5.** The Persians do not hesitate to use slaves in battle. If they grow desperate, they could press many captured Greeks into their service. You shudder at the very thought of fighting your countrymen.

- ▶ If the Persian **Vanguard** has fewer than 3 **Hoplites** on the **Map**, reinforce it with 1 additional **Hoplite** model. Otherwise, move counter on **Mobilization Track** by one more space.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** Yes

**6.** You receive troubling news. The Persians have started to shatter and topple any great monuments they come across. They are to be replaced with statues of Xerxes the Victorious.

- ▶ If the Persian **Vanguard** is located in Thessaly or Locris, destroy 1 level of the Zeus **Monument**.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** No

**7.** Your spies report that Xerxes recently hired many mercenaries in northern Africa. If his conquest of Greece doesn't go as fast as he had hoped, he is sure to deploy them against us.

- ▶ If the Persian **Vanguard** has fewer than 4 **Hoplites** on the **Map**, reinforce it with 1 additional **Hoplite** model. Otherwise, move counter on **Mobilization Counter** by one more space.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** Yes

**8.** Persians employ a terrible punishment known as "scaphism". They trap convicts in hollowed out trunks and cover them in milk and honey to attract Insects. Victims are then slowly devoured or rot alive. As a result, people in occupied regions are afraid to even mention your name.

- ▶ Reduce the **Population Attitude** by one in the two northernmost **Lands** on the **Map** (red-bordered and yellow-bordered).
- ▶ **Mobilization:** +2
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** No



**9.** Gold-masked assassins ambush you in your own tent. You fight them off, but one manages to wound you. You start an investigation and quickly discover that they have entered the camp smuggled in by some unfriendly locals.

- ▶ Your **Hero** receives 1 **Injury** if he's in a **Wary Land** or 2 **Injuries** if he's in a **Hostile Land**.
- ▶ **Mobilization:** +2
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** Yes

**10.** Fishermen have noticed a strange Persian ship on the waters of Messiniakos Bay. Soon after, a gigantic Hydra emerged, heading towards your loyal city of Sparta. Coincidence?

- ▶ Place Hydra on the **Map** (in Laconia). If Hydra is already present or was already defeated, play out a **Monster Phase** instead.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** No

**11.** The western coastline is wide open to Persian infiltration. You post triremes and sentries along the shores, but you cannot guard every small cove and every hidden beach.

- ▶ Place a **Spy** in Euboea.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +2
- ▶ **Monster Phase:** Yes

**12.** Some allied troops lose heart the closer they are to the enemy. Sensing an upcoming wave of desertions, you ask your loyal veterans to keep an eye on the rest.

- ▶ You lose half of your **Allied** (yellow) **Hoplites** rounded up in every **Region** where you have no **Loyal** (blue) **Hoplites**.
- ▶ **Mobilization:** +2
- ▶ **Invasion:** +0
- ▶ **Monster Phase:** No

**13.** A Persian commander married his officers to daughters of all the noble houses on conquered territories, making their families less likely to support you.

- ▶ Reduce the **Population Attitude** by one in the two northernmost **Lands** on the **Map** (red-bordered and yellow-bordered).
- ▶ **Mobilization:** +2
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** Yes

**14.** Travellers bring news of an enormous floating bridge built by the Persians on the straits of Bosphorus. New Persian cohorts must already be on their way.

- ▶ If the Persian **Vanguard** has fewer than 4 **Hoplites** on the **Map**, reinforce it with 1 additional **Hoplite** model. Otherwise, move counter on **Mobilization Track** by one more space.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** No

**15.** Many heroes and kings doubt you are the right person to protect the land from the Persians. Some even form their own armies and challenge your supremacy.

- ▶ You lose 2 **Hoplites** of your choice in each **Wary Land** and 4 **Hoplites** of your choice in each **Hostile Land**.
- ▶ **Mobilization:** +2
- ▶ **Invasion:** +0
- ▶ **Monster Phase:** Yes

**16.** Citizens of the Boeotian capital awoke to a surprising sight. It seemed that two suns were rising above the horizon together. A few minutes later terrified cries shook the city as people realized that the second object was in fact the hulking metal body of the Cyclops.

- ▶ Place Cyclops on the **Map** (in Boeotia). If Cyclops is already present or was already defeated, play out a **Monster Phase** instead.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** No

**17.** The Persians unleashed bands of outriders who move through the land uncontested, setting fires wherever they go. Many cities recall the troops they have pledged to your cause in order to protect their crops and villages.

- ▶ You lose half of your **Allied** (yellow) **Hoplites** rounded up in every **Region** where you have no **Loyal** (blue) **Hoplites**.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +0
- ▶ **Monster Phase:** Yes

**18.** Persian agents managed to free a famous local bandit who was awaiting execution in Acarnania. He and his men have, in return, started providing the Persians with information.

- ▶ Place a **Spy** in Acarnania.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +2
- ▶ **Monster Phase:** No

**19.** Many people started spreading rumours that you died in your last battle. To prove them wrong, you quickly write to all allied leaders, but before your messages arrive, many pledge their loyalty to someone else.

- ▶ You lose control over any **Allied Regions** located in **Wary** or **Hostile Lands**.
- ▶ **Mobilization:** +2
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** Yes

**20.** Someone forgot to leave the doors of Hades shut, and now Cerberus is on the loose, prowling through our land.

- ▶ Place Cerberus on the **Map** (in Achaea). If Cerberus is already present or was already defeated, play out a **Monster Phase** instead.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** No

**21.** As the invasion draws near, skilled warriors are quickly becoming priceless. You discover this yourself, after some of your troops are bribed by other kings and nobles to join their forces.

- ▶ You lose 2 **Hoplites** of your choice in each **Wary Land** and 4 **Hoplites** of your choice in each **Hostile Land**.
- ▶ **Mobilization:** +2
- ▶ **Invasion:** +0
- ▶ **Monster Phase:** Yes

**22.** A strange ship of metal dropped its anchor on the coast of Aetolia. They say Medusa stepped ashore, freezing both land and water under her feet.

- ▶ Place Medusa on the **Map** (in Aetolia). If Medusa is already present or was already defeated, play out a **Monster Phase** instead.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** No

**23.** Your spy from Persepolis reports that Xerxes publicly executed several commanders he deemed too slow or inefficient. His officers in Greece will now do anything to not disappoint their master.

- ▶ If the Persian **Vanguard** has fewer than 3 **Hoplites** on the **Map**, reinforce it with 1 additional **Hoplite** model. Otherwise, move counter on **Mobilization Track** by one more space.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +1
- ▶ **Monster Phase:** Yes

**24.** You should have known better than to trust the artists! A famous Messenian poet now publicly declares for Xerxes and supports the Persian rule. Unfortunately, he has many followers and is far too popular to be killed.

- ▶ Place a **Spy** in Elis.
- ▶ **Mobilization:** +1
- ▶ **Invasion:** +2
- ▶ **Monster Phase:** No





## ENDING ACT I

**Act I** concludes (the player must finish the whole **Events Phase**) when any of the listed events takes place:

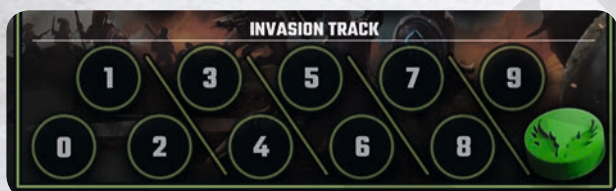
- The Persian **Vanguard** reaches Phocis, destroying the **Delphi Oracle** and shattering any dreams of a united Greece.



- All Persian **Hoplites** are removed from the **Map**. This means you have vanquished the first wave of the enemy invasion.



- When the Persian **Invasion Counter** reaches 10, indicating that Xerxes is now ready for a full-on assault.



## ACT I AFTERMATH

Before you start **Act II**, make sure to complete all of the listed steps:

- Remove all **Hoplites** from the **Map** (both allied, loyal and Persian), and remove all **Priests** from your **Monuments**. Leave only **Control Tokens**, **Monsters**, **Glory Tokens** and **Spies**.
- If **Act I** concluded with the Persian **Vanguard** marching into Phocis, remove the **Delphi Oracle** from the **Map** and place 1 yellow **Priest** on every **Monument**. These will block one space each, reducing the number of **Priests** you can place. If you managed to save the Oracle, you receive 1 blue **Priest**.
- If **Act I** concluded with a military domination of the Persian Empire (the **Invasion Counter** reached 10), the Persians will have the initiative when starting **Act II**. Start the next part of the game in the **Events Phase** by drawing a new numbered token and applying the appropriate **Script**.
- Remove all **Used Action Tokens** from your player board.
- Place the **Mobilization Token** on the first space of the **Mobilization Track** and your blue **Control Token** on same space as the green **Control Token** on the **Invasion Track**. This will be your **Victory Counter**.
- Check if there are any incomplete **Quests** left on the **Map** (including a **Quest** you're currently on). See the "FAILED QUESTS" section below and apply any consequences.
- Place a Persian **Control Token** in Macedonia. If any of your **Control Tokens** are located in a red **Land**, remove them.
- Place a yellow **Hoplite** model on every **Allied** (yellow) **Region**.
- Place a blue **Hoplite** model on every **Loyal** (blue) **Region**.
- If you control Laconia with a blue **Control Token**, deploy 2 **Hoplites** in this **Region**, instead of 1.

## FAILED QUESTS

If your **Hero** was on a **Quest** when **Act I** concluded, move him back to the appropriate **Region** and remove both **Quest Card** and **Quest Token** from the game. The **Quest** counts as completed, although it doesn't impact the **Attitude** of the populace, and doesn't bring any other rewards.

All **Quests** you've failed to complete will result in negative consequences. See the descriptions below and apply as necessary.

- Cattle of Geryon** – you have failed to protect the herd before the war swept through it. The Persian army profited from your loss and will be able to begin their invasion sooner. Place the **Mobilization Counter** on the 3rd spot of the **Mobilization Track**.
- Aid to Atlas**—Atlas himself staggers as Persian venom burns through his veins, causing countless earthquakes throughout Greece. Many men are needed to repair broken city walls and dig victims out from under the rubble. This makes recruitment much harder. You begin **Act II** with a "**Recruit**" **Action** on your **Hero Board** used up and marked by a token (use one of the expended **Act I** tokens to do this).
- Kill Stymphalian Birds** – the monsters found easy prey in your lands, and people have started to doubt you. Some even hope for the tyrant Xerxes to bring them safety. Move all **Attitude Tracks** by 1 place towards a negative value.
- Clean Augean Stables** – you never got around to completing king Augias's errand. In turn, he decided to remain neutral in the war against the Persian Empire. He watches both sides closely, not ready to make a move until he's sure which way the dice fall. Place a Persian **Spy** in Elis. If there already was a Persian **Spy**, place a Persian **Control Token** in this **Region**.
- Calydonian Hunt**—Oeneus hasn't managed to capture the boar. Even worse, the rumours that the gods themselves attracted the Persian invasion caused an uproar. Angry mobs besieged temples and monuments. Before you managed to regain control, many statues were broken or defaced. Destroy 1 level from each of the **Monuments** on the **Map**, unless it's their last level.
- Amazon Queen** – Persian inciters skillfully used the Amazons against their queen. She has fallen, and soon after, Xerxes claimed all of Chalkidiki without much trouble. Place a green Persian **Control Token** in this **Region**.
- Expedition for the Golden Fleece**—grand gifts and lavish bribes allowed Persians to convince many cities to support them. They have also bought Xerxes a fleet large enough to take the entire sea from you. You cannot move your units through any **Sea Trails**, with the exception of these 2: Boeotia–Euboea, Crete–Argolis.
- Saving Prometheus** – when Xerxes found Prometheus, he used the knowledge of Persian sages and sorcerers to release him. Then, he convinced the Titan that the Greeks proved ungrateful and unworthy of his gift, leaving him trapped for a long time. Prometheus came back to Greece, hungry for revenge. You had to duel him. You prevailed, but suffered serious wounds (you receive 2 **Injuries**).



# ACT II

The ground shakes under the boots of the largest armed force that Greece has ever seen. The main body of the Persian army has crossed our borders, led by Xerxes himself. They will conquer all regions one by one, unless you find a way to stop them.

## PERSIAN MOBILIZATION

Every time the Persian **Army** moves forward by completing the **Mobilization Track**, resolve the following steps:

1. Check every Persian-controlled **Region** (resolve them in the sequence indicated by the numbers on the **Map**). Place 1 Persian **Hoplite** in every adjacent **Region**—except those already conquered by the enemy. After you finish deploying units, move on to resolve **Battles**.



2. **Battles** are resolved according to the regular rules in every **Region** where both Persian and your **Hoplites** are present. Resolve them in the sequence indicated by numbers on the **Map**.



3. Remove your **Control Tokens** from any **Regions** where any Persian **Hoplites** remain.
4. If the Persian force in any **Region** is equal to or higher than the **Population Strength**, remove all Persian **Hoplites** and place the green **Control Token** in the **Region** instead. When comparing **Strengths**, remember that every Persian **Hoplite** has a value of 2.

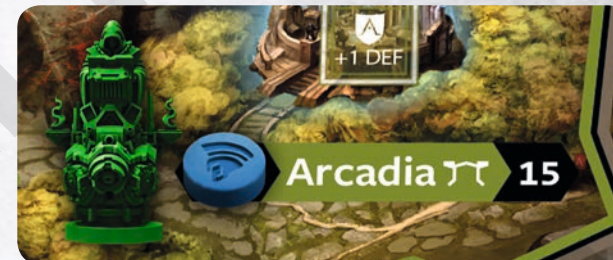


## SPYING PHASE

During the solo game, Xerxes will often use his **Spies**. They start arriving on the **Map** during **Act I**, though they have no effect (except increasing **Xerxes' Command** value) until **Act II** begins. In the second part of the game, some **Scripts** ask you to play out the **Spying Phase** and after that place a new **Spy**.

When you play through a **Spying Phase**, you should check each **Region** with one of Xerxes' **Spies** in it. Depending on the color of the **Control Token** in this **Region**, different things can happen:

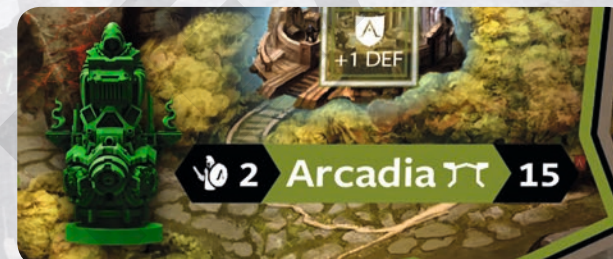
- If there is a blue **Control Token (Loyal Region)**, change it to yellow (**Allied**)



- If there is a yellow **Control Token (Allied Region)**, remove it and retreat your **Army** from that **Region**



- If there is no **Control Token**, place a green **Control Token** in that **Region** and retreat your **Army** from that **Region**



- If there is a green **Control Token**, remove the **Spy** from the game



## REMOVING SPIES

During the second act, your **Hero** can remove Persian **Spies**. To do so, he must be present in a **Region** with a **Spy** and sacrifice an entire **Hero Movement Action**. If you do so, remove the **Spy** from that **Region** and place him on **Xerxes' Command Track** (on the first free space from the right).



## SCRIPT BOOK (ACT II)

Below you can see a list of possible random scenarios for **Act II** of the game. When applying the **Script**, always start with the rules from the top.

**1.** Xerxes is not the savage brute that many Greeks believe him to be. He can be quite convincing, going as far as converting some of our famous Athenian philosophers to his cause.

- ▶ Play out the **Spying Phase** and place a **Spy** in Attica.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** Yes

**2.** The Persian Empire has decades of experience in subduing conquered territories. They've quickly replaced or bought local aristocracy in all captured regions, making it harder for you to find any support.

- ▶ Lower the **Population Attitude** by one in every **Land** where the Persians have at least one **Control Token**.
- ▶ **Mobilization:** +2
- ▶ **Monster Phase:** No

**3.** You hoped that knowing the land would give your army an advantage. Unfortunately, the Persians brought enough local guides to surprise even you with their knowledge of secret paths and hidden ravines.

- ▶ You lose 1 **Hoplite** in every **Region** of any **Wary Lands** and 2 **Hoplites** in every **Region** of any **Hostile Lands**.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** Yes

**4.** The Persian Empire is vast and Xerxes wages many wars. If he's certain that victory in Greece draws near, he will relocate some of his troops to other fronts.

- ▶ If your **Victory Counter** is on the left of the Persian **Invasion Counter**, reduce the Persian **Invasion Counter** by 1.
- ▶ **Mobilization:** +3
- ▶ **Monster Phase:** No

**5.** Xerxes' spies know how to damage your reputation. False witnesses spring out in all Persian-controlled territories, accusing you of incompetence, cowardice, drunkenness and practicing black magic.

- ▶ Lower the **Population Attitude** by one in every **Land** where the Persians have at least one **Control Token**.
- ▶ **Mobilization:** +2
- ▶ **Monster Phase:** Yes

**6.** In the face of such overwhelming odds, even the boldest kings lose their courage. Many cities recall the troops they have pledged to your cause, making their own preparations for defense. Your loyal officers do their best to stop this outflow, but they can't be everywhere at once.

- ▶ You lose half of your **Allied** (yellow) **Hoplites** rounded up in every **Region** where you have no **Loyal** (blue) **Hoplites**.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** No

**7.** Rumor has it that some of Xerxes' saboteurs took the long route through the mountains and emerged in Acarnania. Time will tell what damage they can do.

- ▶ Play out the **Spying Phase** and place a **Spy** in Acarnania.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** Yes

**8.** Your quest to rally the people of Greece sometimes puts you in danger. The city you have now arrived in proves particularly hostile. As soon as you cross the gate, stones and loud curses rain down. You depart, your body and dignity equally bruised.

- ▶ Your **Hero** receives 1 **Injury** if he's in a **Wary Region**, or 2 **Injuries** if he's in a **Hostile Region**.
- ▶ **Mobilization:** +2
- ▶ **Monster Phase:** No

**9.** Riots incited by Xerxes' provocateurs spread like wildfire. You receive reports of peasant mobs attacking your own soldiers throughout the land.

- ▶ You lose 1 **Hoplite** in every **Region** of any **Wary Lands** and 2 **Hoplites** in every **Region** of any **Hostile Lands**.
- ▶ **Mobilization:** +2
- ▶ **Monster Phase:** Yes

**10.** Xerxes has managed to smuggle in some of his best spies by sea and put them right under your nose, far from the frontline.

- ▶ Play out the **Spying Phase**. Place a **Spy** in Elis.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** No

**11.** The Persians don't care about our gods. They do, however, care about stone they could use to build bridges, watchtowers or fortresses.

- ▶ Destroy 1 level of the highest **Monument** within **Regions** controlled by the Persian Empire.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** Yes

**12.** Xerxes' troops found it funny to break off marble phalluses from statues of Dionysus scattered throughout the land. Greek farmers were not amused.

- ▶ If your **Victory Counter** is on the left of the Persian **Invasion Counter**, reduce the Persian **Invasion Counter** by 1.
- ▶ **Mobilization:** +3
- ▶ **Monster Phase:** No

**13.** It turns out that the young wife of the Acarnanian king comes from a noble Persian family. You're sure she secretly works for Xerxes, but you still can't risk removing her.

- ▶ Play out the **Spying Phase**. Place a **Spy** in Acarnania.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** Yes

**14.** When Persians conquered their first provinces, most Greeks expected looting and slaughter. Xerxes was wise to avoid that. Instead, he lowered the taxes, converting many citizens to his cause.

- ▶ Lower the **Population Attitude** by one in every **Land** where the Persians have at least one **Control Token**.
- ▶ **Mobilization:** +2
- ▶ **Monster Phase:** No

**15.** The Persian army has soldiers from many exotic lands. Xerxes unleashed cohorts of his horse archers from the far east, who now wreak havoc everywhere our presence is not strong enough.

- ▶ You lose 1 **Hoplite** in every **Region** of any **Wary Lands** and 2 **Hoplites** in every **Region** of any **Hostile Lands**.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** Yes

**16.** They say a mysterious hooded stranger arrived in Euboea. Local militia tried to apprehend him, but he turned them all to stone. He must be one of Xerxes' magicians.

- ▶ Play out the **Spying Phase**. Place a **Spy** in Euboea.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** No

**17.** Panic strikes your armies. Soldiers tell horrific stories about the Immortals—Xerxes' personal guards who are said to be immune to any weapons and drink human blood. You arrange for one of the Immortals to be captured and publicly executed, but your show comes too late.

- ▶ You lose half of your **Allied** (yellow) **Hoplites** rounded up in every **Region** where you have no **Loyal** (blue) **Hoplites**.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** Yes

**18.** It seems that the gods themselves are not too keen to let Greece fall into the Persian hands. Natural disasters strike Xerxes' armies. You're not sure whether you should celebrate or be ashamed that the gods doubt you could have won on your own.

- ▶ If your **Victory Counter** is on the left of the Persian **Invasion Counter**, reduce the Persian **Invasion Counter** by 1.
- ▶ **Mobilization:** +3
- ▶ **Monster Phase:** No

**19.** Egyptian grain merchants were a very common sight in ports of Messenia. You were surprised how many of them turned out to be Persian spies.

- ▶ Play out the **Spying Phase**. Place a **Spy** in Elis.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** Yes

**20.** Your best spy recently returned from Persepolis bearing interesting news. Now his concubine reports that he has started to behave suspiciously. Is it possible that he became a double agent?

- ▶ Play out the **Spying Phase**. Place a **Spy** in Euboea.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** No



**21.** Recent victories slowed the Persian advance. Their commanders are too busy feasting, drinking and looting to pay close attention to your movements. You could use this.

- ▶ If your **Victory Counter** is on the left of the Persian **Invasion Counter**, reduce the Persian **Invasion Counter** by 1.
- ▶ **Mobilization:** +3
- ▶ **Monster Phase:** Yes

**22.** One of the famous oracles recently started to foretell a Persian victory and an age of peace and prosperity that's supposed to follow. You're sure she was bought by Xerxes.

- ▶ Play out the **Spying Phase**. Place a **Spy** in Attica.
- ▶ **Mobilization:** +1
- ▶ **Monster Phase:** No

**23.** The war ravaged the Greek countryside and many innocents lost their lives during fights between your soldiers and Persians. You were surprised by a delegation of citizens from a conquered region who asked you not to retake their land. They'd rather stay under enemy rule than live through the war again. Cowards!

- ▶ Lower the **Attitude** by one in every **Land** where the Persians have at least one **Control Token**.
- ▶ **Mobilization:** +2
- ▶ **Monster Phase:** Yes

**24.** Persian officials cracked down on dissenters in conquered territories. This is good news! The more soldiers they send after the rebels, the less of them will fight you on the frontline.

- ▶ If your **Victory Counter** is on the left of the Persian **Invasion Counter**, reduce the Persian **Invasion Counter** by 1.
- ▶ **Mobilization:** +3
- ▶ **Monster Phase:** No

## ENDING ACT II

**Act II** - and the whole game - ends in defeat as soon as any of the following takes place:

- Persians control 2 full **Lands**



- One of the **Monuments** is completely destroyed

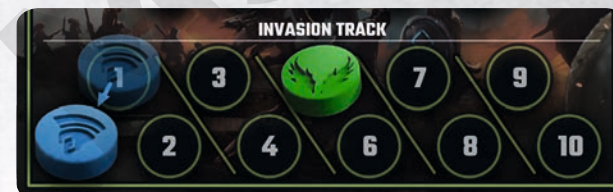


- Persians place a 13th **Control Token** on the board (the last they will have, counting two green tokens used as **Invasion** and **Mobilization** Counters)



You win as soon as:

- Your **Victory Counter** on the Persian **Invasion Track** reaches 0



- You finish the last turn of the game (revealing the last **Used Action Token**) and you have more controlled **Regions** (both blue and yellow) than the Persians



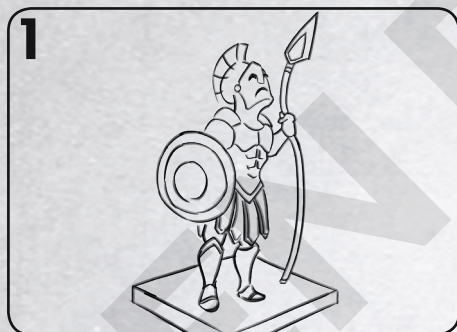
- All Persian **Control Tokens** are removed from the **Map**.





## SHORT TUTORIAL ON HOW TO HANDLE BENT/BROKEN MINIATURES!

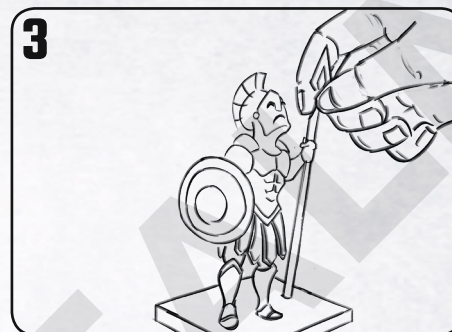
Plastic miniatures, when exposed to high temperatures, can become rubbery and misshapen. Once they cool down, they will stay in that form. Sometimes some elements can remain bent, but fixing them is rather easy.



Take the bent part



Apply a higher temperature  
(for example hairdryer or hot water)

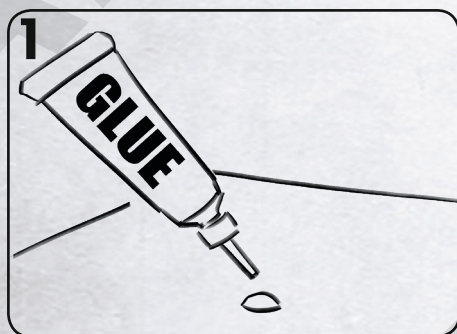


Bend the part back to its proper position

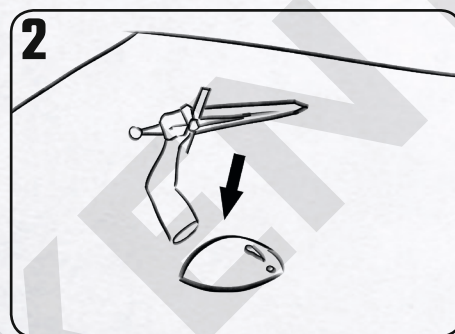


Let it cool down and your model will remain in the correct position

Some elements might also get broken. Although very rare, it can happen. If you want to fix it, you can just buy some super glue at local store and follow these instructions.



Put a drop of glue on a hard surface which can be stained/destroyed afterwards



Dip the broken part into the drop of glue at the point of the break - this will be the contact point



Align the broken part back to the model at the point of the breakage and hold for around 1-2 minutes until the glue dries

You can also always contact us about the problem!

Send us an email with pictures at

[loh@gamefound.com](mailto:loh@gamefound.com)

We will be happy to help/send replacements!

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