

# LORDS OF HELLAS

# FAQ

## V.1.0

### VICTORY CONDITIONS

**Does the King of Kings win condition only work for the first Monument? What if a second monument is completed and no one controls the first monument?**

*It only counts for the Monument that was fully built FIRST. First player to take control of this Region after the 3-turn countdown wins.*

**If a player builds the last level of a Monument without controlling the region, does the Activation Card trigger? After 3 turns (assuming no one takes control) would the first player taking control instantly win? Does the Activation card change hands when the Monument region does?**

*The first player to take control over this Region after a 3 turn countdown wins. The Monument Activation Card is always in possession of the player who has built the last part of the first Monument.*

**What if i used the "Build Monument" action where no "Used action token" is needed - Do I still remove one from the Monument Activation Card?**

*Yes, you still remove one token.*

### MAP & REGIONS

**How does a player take control over a neutral Region?**

*At any point when a player has as many Hoplites as the Population Strength in a Region (number of Hoplites depends on Population Strength value), or use the Usurp Special Action.*

**Is Army Strength taken into account when taking control over neutral Regions?**

*No, as Army Strength is only used in Battle. Population Strength is the number of Hoplites needed in a Region to take control over it.*

**Do heroes count as +1 population when attempting to gain control over a region?**

*No. They are above such petty things.*

**Do you have to take a specific action to gain control of a Region? Or is it only a matter of moving the correct number of Hoplites into the Region, either through Hoplite Movement (Regular Action) or March (Special Action).**

*No specific action is needed, it is only a matter of moving correct number of Hoplites into the Region (in any way).*

**How many Hoplites do you need to take control over a Region from another player?**

*If it is undefended - only one is necessary. After taking control over the Region you disregard Population Strength. It is used only when taking over neutral Regions.*

### STARTING THE GAME

**In the setup phase a player can start in any region with the hero and 2 hoplites. Does this include regions where a Quest or Monster are present?**

*Yes, you may choose any Region, those included.*



## REGULAR ACTIONS

**How many Hoplites can be Fortified in each City?**

*Only 1. There is a spot on the board for that and if you have the terrain expansion, you get a City model that has a physical space for only 1 Hoplite.*

**May I fortify the hoplites just moved in a region with a city/sparta?**

*Not in the same Action. You might use March to do that or first perform Prayer to Hermes (on level 2+) and then use Hoplite Movement to fortify.*

**Can a Hoplite, brought to game by praying to Athena, be already fortified?**

*Prayer grants you another way to recruit, so you can use normal recruit rules, eg. fortify it.*

## SPECIAL ACTIONS

**Can you perform an Usurp Special Action without having proper Glory token (essentially an "empty" action)?**

*No, you need to meet certain prerequisites to be able to do Usurp Special Action. Same thing applies to eg. Build Temple - you have to control a Region with a Shrine.*

**Can I recruit (special action) in all my cities plus Sparta (if I control it of course).**

*Yes.*

**Can Hoplites be Recruited (in any way) in a Region with Helena (because of her special ability)?**

*Yes, as Recruitment is not a Movement. Helena's special ability concerns only Hoplites moving in any way (be it Hoplite Movement, March Special Action, or movement from Hermes' Monument).*

**You start the game with two hoplites. Is the only way to put more on the board, if you do not control a city, with the Prepare special action? If there are monsters near you at the start, this could be devastating.**

*Yes, at the beginning of the game Prepare is your main "source" of Hoplites. Some Quest rewards let you recruit Hoplites and there is also Athena Monument, if someone builds a 2+ level of it. Generally starting in a region with/near a Monster always comes with a risk. But sometimes it can pay off!*

**Can you use Prepare to recruit Hoplites in a Region with enemy Hoplites and trigger a Battle this way?**

*No, it is not possible to recruit in a Region with enemy presence. If it would be controlled, but there are no enemy Hoplites present, you could use Prepare to recruit.*

**When using the Prepare special action, can a player recruit a Hoplite that is already fortified? If yes, does the player need to control the region?**

*Yes, you need to control Region before you used Prepare though. So if you just taken control over the Region due to Prepare, then no Fortified Hoplites.*

**Can you perform Usurp on a region where no player currently has control?**

*Yes, of course. Only prerequisites for Usurp are having Glory token in colour corresponding to the colour of the Region you want to Usurp and moving your Hero into that Region.*

**In general: does "Hunt" mean resolving a whole Hunt Special Action (including choosing between Monsters in the Region, drawing cards etc.), or just the procedure of Hero and Monster attacks?**

*Just the procedure which starts after drawing Combat Cards.*

**Can you force the end of your own hunt, even when you have cards available to play?**

*Yes, you may end the Hunt voluntarily.*

**When you start a new hunt, do you need to shuffle the monster attack cards deck?**

*Yes.*

**In a hunt, can you use Sacrifice of Flesh before drawing combat for strength?**

*No, you draw Combat Cards before the Hunt.*

**Can you play more than 1 Combat Card per round of Hunt?**

*Yes, it is even possible to slay the Monster in one round.*

**Can you use the Build Monument special action to add a level to any monument on the board?**

*Yes, it is not connected with ownership of the Region.*

**How does the Build Monument Special Action work in a 2 player game?**

*Only Player using "Build Monument" Special Action gets the bonus Special Action. Keep in mind, that you can't use this action, if you don't have any Used Action Tokens on your Special Actions.*



## MONSTERS

**Is a monster able to evolve twice, by drawing its monster card two times?**

*Yes, but only if it was on the board from the beginning of the game.*

**After a successful hunt, does the player get all of the rewards?**

*If you successfully finish a Hunt and you have covered some wounds with symbol then you get to choose between a Monster Artifact and those rewards stemming from Wounds with symbol. The idea is that you get only 1 reward per Hunt (not counting Glory token and Monster, if you have slain the Monster).*

## BATTLE

**When do battles take place? After all movement has been done? Can a player still take special actions after battles have been fought?**

*Battles take place after you have moved your Hoplites to a Region with enemy presence. After the Action has been wholly resolved (eg. Hoplite Movement Regular Action, March or Praying to Hermes Monument lvl 2+). You can even start second battle in the same Region, provided that it was triggered by another Action (Hoplite Movement and March for example).*

**During the combat between Hoplites, can a player play as many combat cards as they want in turn until both players pass, or only one combat card?**

*As many, but they play them 1 by 1. If you will pass once, you can't play more.*

**Does the whole defeated army retreat to the same region, or can the defeated Hoplites be spread to different regions?**

*Yes they retreat to the same region, and if you were the attacker you have to retreat to the Region you've attacked from.*

**What happens if your opponent doesn't have any Hoplites during a Battle (they have been killed through use of Blessings/Combat Cards)?**

*Battle ends, because there is no one left to fight.*

**What happens if enemy attacks with one Hoplite and I kill him (using Blessing for example)?**

*Battle doesn't happen, because Blessings kill enemy Hoplites before it.*

**If Achilles alone is on a territory and another player's hoplites invade, does that trigger a battle, or do there need to be hoplites there for Achilles to participate in battle?**

*Battles happen only between Hoplites. Achilles only provides bonus to Army Strength, so he cannot battle nor take control over Regions on his own.*

## QUESTS

**If a Hero at the start of its turn is in the Region with a Quest does he starts it automatically?**

*Hero starts the Quest at the end of his Movement Action. Since all the Regular Actions can be performed in no particular order, player can first send his Priest to Pray to raise his Attribute (because he might want to start it at the higher step) and then start the Quest.*

**Are requirements only for STARTING Quest - not for advancing already started Quests?**

*Yes, they matter only when starting the Quest.*

**If the Quest states that you are required to have a Priest, does it have to be in your pool? When you need to sacrifice a priest for a quest, can you sacrifice one priest that is praying under a monument?**

*Yes, the priest must be in your pool. Priests under the monument are no longer counted as yours.*

**When is a Quest finished?**

*When a Hero enters the 3rd step.*

**Does a Hero occupies the spot on Quest track, so no other Hero can enter it?**

*No, they can both share the same spot on Quest track.*

**If your hero is on a quest track, are they considered to be in the region with the token for the purpose of deploying a hoplite with the prepare action?**

*No. When a Hero is on a Quest he is not in the Region. So eg. Recruiting from Prepare Action or Usurp is not possible.*

**On the Capture Cretean Bull quest card - what does "I" mean?**

*OR. You need to have either that Attribute or the other at required level.*

**On the Clean Augean Stables quest card. Is the Injuries marker denoting that you have to have Injuries, or you take Injuries for starting at Step 2/3?**

*You have to take those Injuries to start this Quest on step 2 or 3.*

**Does third step of the Expedition for the Golden Fleece quest require having an Artifact?**

*Yes, that is an Artifact symbol.*



## ARTIFACTS

If two players enter a fight and one player has the Artifact Harpe and the other player has the Artifact Caduceus, what is the correct order to use the artifacts?

*The player whose turn it is says who will play her artifact first.*

Can you use an Artifact in your opponent's turn to eg. protect Hoplitess from effects of "Shoot to Kill" blessing? Can you use an Artifact with some specified timing out of order (ie. not in Use Artifacts Action)?

*Yes, if artifact has a timing specified in its text it can be used when the time comes.*

When exactly should I declare using Harpe ("use before a Battle or Hunt") and Poison Arrows ("use at the beginning of a Hunt")?

*You use them before or after drawing Combat Cards.*

If I use Poison Arrows' ability to deal a final Wound to the Monster, does it count as a part of the Hunt, and do I get a reward?

*Yes.*

Can I use Minotaur's Horn to move Hoplitess from neighboring Regions into the Region where the Battle takes place AFTER (or during) playing Combat Cards?

*No.*

When in a player's turn should Pandora's Box be used, as a part of the Using Artifact Regular Action, or in the Monster Phase after building a Monument?

*In your turn, during "Use Artifact" Action.*

## BLESSINGS

Blessing Local Volunteers: "Instead of using a Hoplite Movement Action, you can recruit 2 Hoplitess in one Region under your control." Can I move eg. 1 Hoplite out of 4 (my Leadership level) and use this blessing?

*No - you either move x or recruit 2. Nothing in between.*

Always Prepared - can I draw a card at the start of any battle, even if I don't take a part in it?

*No.*

Combat Training - do I draw an additional Combat Card even if I used Prepare action to heal or recruit only?

*Yes.*

Exhausted Fight - if there is a Used Action Token on this card, does it mean I can't use its ability? Is the Token removed after Build Monument action?

*Yes, you cannot use this card if you have Used Action Token on it. Yes, it will be removed after "Build Monument" action performed by any player.*

Exile - can I use it in any moment, or just in my turn? For example, can I use the "Exile" Blessing on a Monster from the Region my Hero is in when another player declares Hunt against the Monster? If so, can this player declare another Special Action or does he have to end his turn?

*You can use it only in your turn.*

Exile - if there are more than one Monster in the Region my Hero is in, can I deal 2 or 3 Injuries to the Hero and move all those Monsters?

*No. Only once per turn.*

Hero's Wrath - Can I use its ability more than once - i.e. discard more cards to kill more than 2 Hoplitess?

*No.*

Shoot to Kill - can I discard a card to wound or kill a Monster during another player's turn or kill 2 Hoplitess that just moved to the Region my Hero is in?

*Only in your turn.*

Shoot to Kill - can I discard more than 1 card with a bow symbol to deal more Wounds to a Monster or kill more Hoplitess?

*No.*

## COMBAT CARDS

How do you get Combat Cards during the game?

*You get Combat Cards through Prepare Action, Hunt Action, Zeus Monument (lvl 2+), some Blessings and Artifacts.*

Phalanx combat card states: "For every 2 Hoplitess in this battle, add 1 to your Army Strength". Do you count both yours and enemy Hoplitess?

*No, count only your Hoplitess when playing this card.*

## GLORY TOKENS

If you complete the quest/slay the monster, can you steal the glory from another player who already has it?

*Yes, if after completing the quest/slain the monster's corresponding Glory token is in possession of another player you take it from him. Fame and glory quickly fades away.*

## MONUMENTS

Does Hermes monument power "teleport" your Army to target Region?

*No, your Army still goes through each Region, so it will trigger Battles and specific Monster attacks as with normal Movement. Movement ends in the Region with enemy's Hoplitess or under their control.*

Does Hermes monument requires you to move all the Hoplitess from one Region to another (due to his Power on 2nd and subsequent levels)?

*No, as with March Special Action, you can choose how many Hoplitess you move.*