# LORDS OF HELLAS

KRONOS EXPANSION MANUAL

## 1 KRONOS

## 1 KRONOS BOARD

## 1 ANGER POINTS COUNTER

## 21 KRONOS ORDER CARDS

## 1 CURRENT PLAYER TOKEN

## 7 KRONOS CHAIN CARDS

## 3 KRONOS EVENT CARDS

## 9 HERO SPECIAL ABILITY TOKENS

# KRONOS

*Kronos should be considered as an alternative game mode rather than a standard expansion. If you're not familiar enough with the base game or the solo campaign of Lords of Hellas, you will probably have a hard time fighting Kronos or playing him against your friends!*

*This game mode is meant for 2 up to 4 players.*

*One of the players will play as a Kronos, first trying to set himself free, using Monsters and various powers to finally seek revenge on the Gods which imprisoned him in the first place.*

*Other players will team up, leading various Heroes and their Armies in their attempt to stop the mighty titan from destroying the land.*

## KRONOS VICTORY CONDITIONS:

- Set the Population Attitude to "Hostile" in 5 Lands.
- Destroy all 3 Monuments.

## HEROES VICTORY CONDITIONS:

- **Kill Kronos**
- **Control 3 Lands**
- **Kill all the Monsters on the board (available after completing the Quest "Closing of Tartar Gates")**

## GAME PREPARATION

**1.** Set up the alternative board (on the back of the regular one, used for the solo Campaign).

**2.** Shuffle the Monster Attack and Combat Cards decks and place them on the board in their appropriate places.

**3.** Prepare the Blessing deck by removing the following cards:
- Hero's wrath
- Ambush
- Response force
- Bluff
- Hermes temple
- No attrition
- Always prepared
- Unbroken morale
- Cunning tactician
- Athena's gift
- Heroic presence
- Restrictive maneuver
- Stalwart defence

**4.** Shuffle the Blessing deck and place it on the board.

**5.** Place the corresponding Glory Tokens on the Neutral space of their respective Population Attitude tracks.

**6.** Place all of the Temples and Oracle of Delphi in their respective Regions (All Temples are built at the beginning of the game).

**7.** Place the base of each of the basic Monuments (Athena, Hermes and Zeus) in their respective Regions. Place the God's Artifacts next to their respective Monuments.

**8.** Place 3 Kronos Quest cards in the Quest Slots on the board. Note: Kronos Quest cards do not have tokens quests because they do not have rewards.

***NOTE! Neutral Artifacts, Monster Artifacts and Events are not used in this game mode!***

## KRONOS SETUP

**1.** Setup the Kronos board by placing an Attribute token on the first space of each Attribute of Kronos (Might, Anger and Authority).

*Note: Kronos uses the 5th player Attribute tokens from the Atlantis expansion.*

**2.** Then, place the Anger Points counter on the space corresponding to the number of Heroes in this game (10 for 2 Heroes, 11 for 3).

**3.** Give the Kronos Wrath card (from the Kronos Chain deck) to the Kronos player and place it **face up** next to the Kronos board.

**4.** The Kronos' player chooses 3 of Chain cards and places them **face down** next to their Kronos Wrath card.

**5.** The Kronos' player takes Kronos miniature and places it in one of the following Regions:
- Locris
- Eubea
- Messenia

**6.** Set the Population Attitude to Hostile in the Land Kronos starts in.

**7.** The Kronos player shuffles the Kronos Order deck and draws 3 cards. The hand limit of Kronos Order Cards is 5.

## HEROES SETUP

**1.** In this game mode, the Heroes have different Special Abilities. When selecting their Hero, each player chooses 1 corresponding Hero Special Ability token from the nine available and place it on their Hero board, covering their basic Special Ability.

Starting bonuses are not used in this mode and are ignored as a whole.

Each player takes the components corresponding to their chosen Hero (Hero miniature and plastic ring, Hero Special Ability token, Army board, Hoplites and Priests miniatures, Used Action tokens, Control tokens, Attribute tokens).

**2.** After choosing their Hero, the players place their Hero miniature on the board, in a Region of their choice, along with their starting Hoplites. The number of starting Hoplites varies:
- 3 Hoplites in a game with 2 Heroes
- 2 Hoplites in a game with 3 Heroes

**3.** The first Hero player is given the Current Player token

### 1 VS 1 PLAYER GAME

In 2-player games, one player controls Kronos and the other controls 2 Heroes.

Whenever a rule refers to the "next / other Hero player", it applies to the "next Hero / other Hero".

## GAMEPLAY

For the Hero players, the gameplay doesn't differ much from the base game.

The main differences concern the Turns of the Kronos player.
**The Kronos player always takes the first Turn of the game!**
After that, Kronos player Turns occur after the Turn of each Hero. A full Turn sequence should look like this:
- Kronos player Turn
- Hero player 1 Turn
- Kronos player Turn
- Hero player 2 Turn etc.

# KRONOS

## KRONOS PLAYER TURN

The Kronos player performs 1 of the Kronos Actions listed on the Kronos board (and detailed in the following section).

Using the Kronos' Wrath card allows the Kronos player to perform a second action in this Turn. It can be the same Action as the first one.

Kronos Actions have a cost that must be paid with Anger Points (🐂).

To perform any Action, the Kronos player must first spend the required number of 🐂. The total 🐂 of Kronos is indicated by the

Anger counter on the Anger track of the Kronos board. When you spend 🐂 to perform any Action, move the Anger counter accordingly to the left of the track.

After performing their Action, the Kronos player Turn ends and the next Hero Turn starts.

## KRONOS ACTIONS

### MONSTER MOVEMENT 1 🐂

The Kronos player moves a number of Monsters equal to their Authority value by 1 Region.

### REGION ATTACK 2 🐂 / 3 🐂

The Kronos player chooses a Monster that performs its Region Attack. In addition of any other effects, this Region Attack kills an additional Hoplite in the attacked Region for each Population Attitude level below Neutral (1 additional Hoplite in a Wary Region, 2 additional Hoplites in a Hostile one).

The cost of this Action depends on the chosen Monster:
2 🐂 - MEDUSA | SPHINX | CYCLOPS
3 🐂 - CHIMERA | MINOTAUR | HYDRA | CERBERUS

### TERROR 1 🐂 + 1 🐂 FOR EACH 2 HOPLITES IN THE CHOSEN LAND

The Kronos player chooses 1 Monster in any Region and moves the corresponding Glory Token 1 space down on the Population Attitude track.

Remove all Control Tokens from Regions without Hoplites in the chosen Land.

### DESTROY TEMPLE 4 🐂

The Kronos player chooses 1 Monster in any Region with a Temple. If there are no Hoplites in that Region, the Temple is removed.

Each time a Temple is removed, the Kronos player raises one of Kronos Attributes by 1.

The Hero players cannot rebuild a destroyed Temple.

### PLAY KRONOS ORDER CARD 0 🐂 / 2 🐂

The Kronos player can play an Order Card from their hand, choosing one of the following:
- Place the corresponding Monster in one of the two Regions displayed on the Kronos Order card.

After placing a Monster, the Kronos player may immediately perform a Terror Action. This Terror Action is an exception to the Kronos player single Action per Turn. Costs must be paid as normal.
- If the Monster is already on the board, it can either Evolve in as described on the played card or perform the Order described. Evolutions are then attached to the corresponding Monster board, while Orders are immediately resolved, then discarded.

As long as the "Finding Omphalos" Quest is active, the cost of this Action is 0 🐂. When Hero players manage to finish this Quest, cost of this Action becomes 2 🐂.

### PASS 0 🐂

Instead of performing any Action, the Kronos player may decide to pass their Turn.

They restore their Anger Points (🐂) up to the level corresponding to the total number of Regions controlled by the Hero players, indicated on the Anger Track.

## KRONOS FINAL ACTIONS

**The following Actions are locked until Kronos manages to break its last Chain** (See the Breaking Chains section)**.**

### KRONOS MOVEMENT 4 🐂

After breaking all his Chains, Kronos is free to roam Hellas!

This Action allows Kronos to move by 1 Region.

When Kronos enters a new Region, it kills all Hoplites in that Region. Any Temple in that Region is destroyed and any Control Token in that Region is removed.

Kronos cannot enter a Region with a Monument. DESTROYED Monuments do not block Kronos from entering a Region.

### KRONOS DESTROY MONUMENT 4 🐂

The Kronos player may choose to destroy 2 levels of a Monument in the Region neighboring the Region Kronos is in. The destroyed levels of the chosen Monument are removed. As long as its base is not destroyed, the Hero players can rebuild the Monument.

If this Action destroys the Monument base, the Monument is considered DESTROYED and cannot be rebuilt by Heroes.

Any DESTROYED Monument is removed from the board along with its God's Artifact.

### KRONOS TERROR 4 🐂

The Population Attitude in the Land Kronos is in is set to Hostile. Remove the Control Tokens from all Regions without Hoplites in the affected Land.

### MONSTER DESTROY MONUMENT 4 🐂

The Kronos player chooses a Region with a Monument and a Monster. The Monster destroys 1 level of the Monument. The destroyed level is removed. As long as its base is not destroyed, the Hero players can rebuild the Monument.

If this Action destroys the Monument base, the Monument is considered DESTROYED and cannot be rebuilt by Heroes.

Any DESTROYED Monument is removed from the board along with its God's Artifact.

## KRONOS' CHAINS

During the setup, the Kronos player chooses 3 Chains cards among the 6 available.

These 3 chosen Chains are considered as **Unbroken** at the start of the game.

Unbroken Chains are placed **face down** next to the Kronos board. The Hero players cannot look at them, but the Kronos player is free to consult them at any time.

The Kronos player cannot use any Unbroken card until they are Broken (see Breaking Chains below). One of the goals of the Kronos player is to Break these Chains and set Kronos free.

The fourth Chain card is always Kronos Wrath and it is already Broken at the beginning of the game.



**Unbroken Chain**          **Broken Chain**

## BREAKING CHAINS

In order to Break a Chain and flip the corresponding card face up, the Kronos player must either:

● Raise any of the Kronos Attributes (Might, Anger or Authority) to 3 by destroying Temples in various Regions.

OR

● Have at least 8 🔺 during the Build Monument Special Action of any Hero player. Check the Build Monument section on the next page of this manual for details.

When a Chain is Broken, its card is flipped face up, revealing any Kronos Power granted by that card. Remember that the Kronos player can only use Broken Chains Powers!

When Kronos' player Breaks the last Unbroken Chain, they unlock the Kronos Final Actions (Kronos Movement, Kronos Terror, Kronos Destroy Monument and Monster Destroy Monument)

## USING KRONOS' CHAIN CARDS

Each Kronos' Chain card has three main section:

● The upper left side shows the additional **WOUNDS** that a Hero must deal to Kronos in order to Hunt him successfully. When any Hero covers all of the Wound symbols on the Chain card, it is destroyed and removed from the game. The Kronos player cannot use it anymore.

● The **ACTIVE** section of a Chain card can be used at any moment during Kronos player Turn.

This Power works exactly like an Artifact of the base Lords of Hellas game. After use, the card is turned at 90° to mark it as used. The card is refreshed when any Hero player performs the Build Monument Special Action.

● The **PASSIVE** section of a Chain card works as soon as the Chain is Broken and the card revealed. Passive abilities decrease the Anger Point cost of specific Kronos Actions.

**Remember that the Kronos player can use only Powers from Broken Chain cards!**

### THE REGION WITH KRONOS

The Region Kronos is in is subject to some additional rules and restrictions:

● Hoplites cannot enter the Region with Kronos.

● Heroes and Monster can enter the Region with Kronos.

● This Region is not counted as necessary for purposes of "Control 3 Lands" Victory Condition.

## HUNTING KRONOS

The Hero players can start Hunting Kronos as soon as they will finish the "Blessing of Rea" Kronos Quest. Kronos cannot be Hunted before that moment.

Kronos has 4 Wounds symbols on its board, plus 4 on its Kronos Wrath Chain card, for a total of 8 Wounds at the start of the game.

Any Wound symbol on an Unbroken Chain card is ignored. When the Chain is Broken and the card flipped face up, its Wound symbols are added to Kronos total Wound symbols, toughening the titan.

When any Hero manage to deal all the Wounds to any one Broken Chain card, that card is removed from the game and Kronos loses all associated Powers.

Kronos attacks as any standard Monster. However, it adds the value of its Might Attribute to any Monster Attack Card it plays.

### KRONOS SPECIAL ATTACK:

The Hunt ends immediately, the Hero is dealt 1 Injury and Kronos player may place the Hero in any Region on the Map.

**Kronos is not treated as a normal Monster and is immune to any ability that affects other Monsters (for example, it cannot be Wounded by the Thunder of Zeus or moved by Hector's alternate Special Ability).**

# HEROES ACTIONS

The Hero player Turn proceeds as in the base Lords of Hellas game, with a few exceptions:

## BUILD TEMPLE

In this mode, the Hero players cannot perform the Build Temple Special Action. They cannot build Temples or rebuild destroyed ones. The only way to gain Priests is either to gain them as Hunt rewards or to control Regions with a Temple and then perform the Build Monument Special Action.

## END OF A HERO PLAYER TURN

At the end of a Hero player Turn, give the Current Player token to the next Hero player in clockwise order.

## HUNT

The Hunt works like in the base Lords of Hellas game, with Kronos player always playing the Monster Attack cards. Hunt rewards are awarded differently, though.

● The reward for slaying a Monster is to move the corresponding Glory token by 1 space up on the Population Attitude track.

If the Attitude was already Neutral, the Hero player may place the Glory token on their Hero board and use the Usurp Special Action.

As an additional Reward, the player draws a Blessing card.

The player may discard the drawn Blessing card to place a Priest in their Priest Pool.

● When dealing a Wound with a Priest symbol, the Hero player can draw a Blessing card after the Hunt.

The player may discard the drawn Blessing card to place a Priest in their Priest Pool.

● When dealing a Wound with an Artifact symbol, the Hero player may move the corresponding Glory token by 1 space up on the Population Attitude track.

If the Attitude was already Neutral, the Hero player may place the Glory token on their Hero board and use the Usurp Special Action.

Rewards gained from a Hunt are not cumulative. If the Hero slays the Monster, they change the Population Attitude and draw a Blessing card. If the Monster is only Wounded, the Hero player must choose one Reward (depending on the Wounds symbols dealt).

## BUILD MONUMENT

After any Hero player performs the Build Monument Special Action, skip the Monster and Event Phases.

Instead, the Kronos player adds Anger Points (🔺) in number equal to their ANGER Attribute.

If, after having added Anger Points, the Anger value on the track is 8 or more, the Kronos player may choose to Break one Chain. If they do so, the Anger track is set to 0.

The Kronos player draws 1 Kronos Order card for each Hero. All Broken Chain cards are refreshed.

If all of Monuments have been destroyed, the game ends with the victory of Kronos!

### ORACLE OF DELPHI

The Oracle functions like any normal Temple, with few additional rules:

● The first Hero player that controls Phocis this game draws a Blessing card.

● When the Oracle of Delphi is destroyed, the Kronos player may lower the Glory Token by 1 space on any 1 Population Attitude track.

### HOPLITES

Hero players are working together to stop Kronos. As such, their Hoplites won't fight one against another. Hoplites belonging to different Hero players may share the same Region.

However, Hero players cannot combine their Hoplites when checking for the control of a Region (only the Hoplites of one player are counted for that purpose).

## QUESTS

Three Kronos Quests are available for the Hero players at the start of the game.

As long as these Quests are active, the Kronos player benefits from the special abilities described on these cards.

When a Hero player manages to finish a Kronos Quest, its card is discarded and the Kronos player loses any associated special ability. Each time a Hero player manages to finish a Kronos Quest, move up the Glory Token on the corresponding Population Attitude track by 1 space. If the Attitude was already Neutral, the Hero player may place the Glory token on their Hero board and use the Usurp Special Action.

### ARTIFACTS

There are no Monster Artifacts nor Neutral Artifacts in the game. Only God Artifacts are used in this game mode.