



MYTHIC BATTLES PANTHEON

Getting Started



A NEW DESTINY



The Persian Wars were over, the Greeks victorious. None could doubt their bravery or strength. The Athenian fleet brought order to the seas, and Sparta basked in the glory earned by the valiant sacrifice of Leonidas and his three hundred warriors at Thermopylae.

The gods in Olympus looked down and were satisfied with their work. While the mortals imagined that this victory was their making, the gods knew the truth. They were the ones who brought order to a world where only chaos existed. Their glory inspired the heroes who hunted monsters and made Greece safe. They gave their patronage and gifts to the mortal cities that now prospered in their name.

From atop his golden throne, thunderbolt in hand, Zeus allowed himself a moment to rest. The Titans and the giants were locked away in Tartarus; the monsters and wild tribes defeated or exiled. Only the prosperous and peaceful humanity remained in this Greece he had built. All was well. At least, so he thought...

But beneath the calm surface of the Olympian court bubbled a wrathful fury of monumental proportions, and it was about to erupt. Zeus was calm, but his wife, Hera, was furious beyond words. Yet again, Zeus had been unfaithful. Yet again, a mortal woman had borne him a son. Yet again, Hera was shamed and humiliated in front of all the gods of Olympus. This time she was going to make him pay.

In truth, it was the Fates doing. Hera was angry, of course. But it was the Fates that stoked the flame of this anger into the apoplectic fury she found herself in, whispering into her ear, poisoning her thoughts, and influencing her to take the most foolhardy of actions.

And so Hera veiled her face and slipped away from Olympus, passing down through the mortal realms and into the deepest reaches of the Underworld, to the gates of the ancient prison of Tartarus itself.

There, at the iron gates, Hera confronted the guardian of Tartarus, Campe. At first, Campe resisted. But here was a goddess standing before her and ordering her in Zeus' name to do her bidding. In the end, Campe obeyed. And so, in Hera's mad gesture of defiance and spite, the iron gates were flung open, and the Titans whom Zeus had imprisoned were released once more!



Drunk with centuries of brooding vengeance, the mighty primordial divinities wrought havoc across Greece. A second war between gods and Titans – a second Titanomachy – had begun.

The vast battles of this divine war caused carnage on a scale never before seen by mortals. Cities were razed, lands flooded, or crushed by tumbling mountains, and millions died. And still they fought on. In danger of losing everything, Zeus summoned all the Olympian gods to his side, and in a final cataclysmic battle they fought to save Olympus itself.

The final clash was on a scale not seen for millennia, if ever. Gods and Titans fought on the slopes of Olympus, and in a final moment of destruction, a force was unleashed which shook the world. An explosion so devastating that gods died.

Of the mortals, fewer than one in ten survived the shockwave of this cataclysm. Gods and Titans alike were stunned or killed, and the survivors lay in a stupor for weeks. When they awoke, it was to a different world. Olympus had gone, blasted into a billion pieces. And among that shattered stone was a new rock, omphalos, formed of the crystallized energy of the dead gods.

Nor were the gods the only dazed survivors that stared with wonderment at this ruined land. When Zeus called for aid, Hades left his guardianship of the Underworld to fight alongside him. In the ensuing cataclysm, it was not only the Titans who escaped. The world was turned upside down, and no one stood guard at the gates of the Underworld. The monsters slain by legendary heroes have escaped too, and now wander the shattered remains of Greece, looking for fresh prey.

But all is not lost. The monsters were not the only ones to escape from the darkness. The heroes who slew them have also returned to the land of the living, and now the names of Heracles and Achilles ring out once more. There are new scores to settle as well as old ones to revisit. It will be a time of battle, not peace, after all.

The surviving gods are the natural leaders in this melting pot of monsters and heroes. They alone can control the wanton urges of the various non-humans, as well as the egos of the legends. While they are weak compared to their former selves, the gods remain hugely powerful, and even the dimmest creature can sense this.

The gods quickly realised that the key to their salvation was in absorbing the scattered omphalos, and regaining the divine power that was rightfully theirs. With this regained immortality they could lead a new pantheon of gods, formed in their own image. So they set out, with bands of followers, to search across the shattered wastelands of Greece for the rare and priceless omphalos, and a chance to build a new world...

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WELCOME!



You stand on the threshold of a new era! The gods have fallen, and the Underworld has released its long-dead heroes to fight again. Who will you champion in this struggle to forge a new world from the ashes of the old?

This book is the start of your journey. By following these steps, and playing your first battles, you'll quickly learn the core concepts of the game and be ready to explore further.

This book contains a slightly streamlined version of the rules. Only one small detail has been changed, but a few options have been left out, as they are not used in the initial scenario. This means you can focus on learning the rules you need to start with, and not worry about the things that don't yet apply.

We recommend playing this scenario at least once, and preferably twice (swapping sides), to get a firm grounding in the main game concepts. Then, when you know the basics, have a read through the core rulebook. You'll find this is presented more formally, which is appropriate for the grand old sage that it strives to be. That is the rulebook you need to check for a definitive ruling on any details you might wonder about. See the introduction of the core rulebook for more information.

At present though, all that lies in the future. Now is the time you need to step forward and and test yourself in battle for the first time.

Take courage, warrior. The gods are with you...

This book uses the following conventions:

Stats are written like this: *offence, range*.
Powers are written like this: *Mighty Throw, Ares' Wrath*.

BOX CONTENT

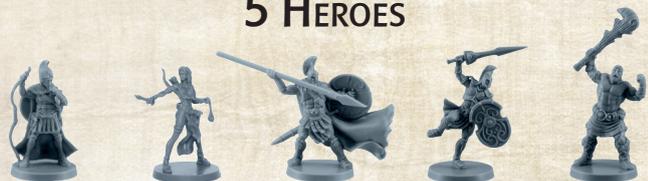


4 GODS



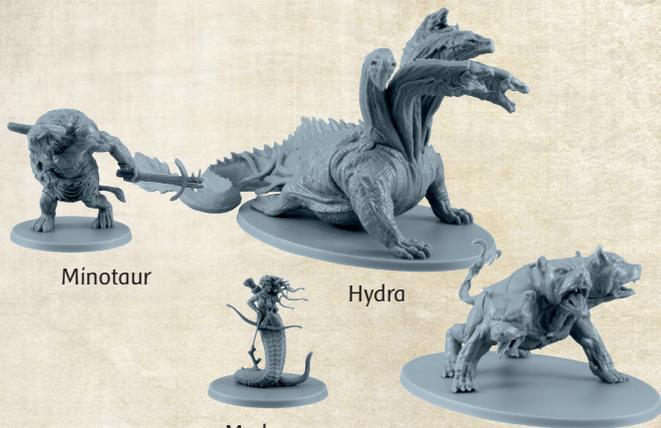
Zeus Ares Athena Hades

5 HEROES



Odysseus Atalanta Leonidas Achilles Heracles

4 MONSTERS



Minotaur Hydra Medusa Cerberus

24 TROOPS



5 Hoplites 3 Spartans 4 Amazons 6 Hell Hounds 4 Hell Warriors 2 Centaurs



1 Getting Started Book 1 Rulebook 1 Scenario Book 2 Player Aids



2 Double-sided Gameboards



71 Activation Cards



54 Art of War Cards



15 Omphalos Cards



6 Troops Cards



13 Character Dashboards with plastic Stat clips



10 ruined columns



12 trees



2 rocks



15 Omphalos



Various Tokens



10 Special Dice



SETTING UP



WHAT'S ON THE BOARD

It's easier to show than to tell, so this and the next spread do just that. This spread is about getting things in the right place on the board, ready for your first game. When you turn the page we'll look at the cards and other stuff you need to have nearby.

So, delve into the box, and pull out the things you see here.

I've explained a little about each element to give you a feel for what they do in the game. But before you go any further, you need to know what a unit is.

A "unit" is a playing piece – a god, a hero, a monster, or a group of troops. All are units.

On the board a unit is represented by one or more miniatures.

Off the board a unit is represented by a dashboard or troop card. This tells you what the unit's stats are.

AREAS



The map board is divided into irregularly shaped areas. Each area has a centre mark. For this getting started scenario, ignore the different shapes and artwork. All you need to worry about is the number. This is the maximum number of units (not models) that can ever be in that area at once. If this number is reached, the area is full. No unit can enter or move through a full area.





OMPHALOS

 These red gems represent the crystallized energy of dead gods! The remaining gods want to absorb the omphalos and gain that power for themselves. Omphalos can be picked up and carried by anyone, but can only be absorbed by a god.

A **GODS**

Gods stand twice the height of a man. They are imposing miniatures that are impossible to miss.

B **HEROES**

Heroes are usually human in size and appearance, even if many of them are actually demigods. Naturally, they are all suitably legendary in abilities.

C **MONSTERS**

Miniatures of monsters can be human-sized, or vast creatures like the Hydra.

D **TROOPS**

The weakest units (in terms of stats) are the troops. They are usually mortals, caught up in a battle between gods and monsters, so their relative weakness is hardly surprising. Units of troops are represented on the board by two or more identical miniatures. All these miniatures move as a single group, and must always be in the same area (apart from those that have been killed). For all game purposes, they are a single entity.

ARES PLAYER

EVERYTHING ELSE

DASHBOARD

Each god, hero and monster has their own dashboard. This lists all their stats, talents, and powers. A plastic slider, called a stat clip, sits in the slots in the card.

This diagram explains the bits that you need to understand to play the getting started scenario. Don't worry about the other things on the dashboard for now.

1 The stat clip. The unit's current stats are visible through the stat clip's central window. The symbols for the different stats are embossed on the stat clip and are defined below. Start the scenario on the highest row. As a unit is wounded, the stat clip is moved down the appropriate number of rows to show the unit's current, reduced stats.

2 The unit's name.

3 The unit's talents.

4 The unit's powers. This lists the type of power, as defined below. If a unit has 2 powers, one will have a black background and the other white. This corresponds to the symbol or number shown on the power column of the stat rows. The dashboard also lists a power's cost in art of war cards, and a description of its effects. If a power lists a value as X, use the correct coloured number on the current row of stats in the power column.

STATS



Offence: how many dice the unit rolls for its first assault in an attack.



Defence: how difficult it is to wound the unit.



Range: the maximum distance (in areas) at which the unit may make an attack. Range 0 is the area the unit is in.



Movement: the number of areas the unit travels when they walk or run.

Power: the number of dice for special attacks (if it's a number), or the availability of a power (if it's a symbol). If this entry is a dash, then that power can no longer be used. Powers usually get weaker and then stop working altogether as the unit takes damage.



Vitality: the number of wounds required to destroy the unit.



Ares Dashboard



Achilles Dashboard



Hoplites Troop Card

ARES DECK



2 x Art of War



5 x Ares Activation



3 x Hoplites Activation



4 x Achilles Activation

TYPE OF POWERS

In all cases, the description of an individual power will define its exact timing and effect.



Special attack. A type of power that can only be used during a unit's activation, and only if it chooses to take simple actions. Use of the special attack power counts as the unit's attack action for that turn.



Active. A type of power that can only be used during a unit's activation, and only if it chooses to take simple actions.



Passive. A type of power that can be used at any time, except during a unit's activation, if it chooses to take a complex action.



Permanent. A type of power that can be used at any time.

ZEUS PLAYER



3 Zeus Dashboard



Hydra Dashboard



Spartans Troop Card

ZEUS DECK



2 x Art of War



4 x Zeus Activation



3 x Spartans Activation



4 x Hydra Activation

TROOP CARD

This is a simplified dashboard. Troops are not as powerful as gods, heroes and monsters, so they have fewer stats. In addition, they keep track of damage by removing miniatures from play rather than tracking their Vitality, so they don't need a stat clip.

For a key to the various symbols, see the dashboard breakdown.

IMPORTANT! For units of troops, talents only work when the unit is complete. If it has lost any miniatures then it is treated as having no talents.

ART OF WAR CARDS



All art of war cards are the same. They can be used to pay for a number of special actions, described in the rules. Players will include a number of art of war cards in their deck. Once the game starts, they can't get any more.



OMPHALOS CARDS

These are used during the game, when one of the gods uses an ABSORB action to take the gem's power.

PLAYER'S DECK

Each player has a deck of cards. This is made up of art of war cards and activation cards. Each unit has their own set of activation cards showing their name and art (this matches their dashboard or troop card).

During the game, players play and discard their cards in a discard pile next to their deck. When the deck is empty, they shuffle their discard pile to form a new deck.

PLAYER'S HAND

Each player has a hand of cards, drawn from their deck.

At the start of the game, each player takes 3 extra art of war cards from the supply, and then shuffles their deck and deals themselves 3 random cards. This gives each player a starting hand of 6 cards.

DICE

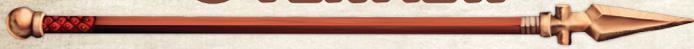
Mythic Battles: Pantheon uses special 6-sided dice. These dice give scores ranging from 0 to 5, and are used during combat.



Dice ranging from 0 to 5



OVERVIEW



Mythic Battles: Pantheon is played in turns – first one player, then the other.

During a turn, the player will pay cards from their hand to activate one or two units from their army.

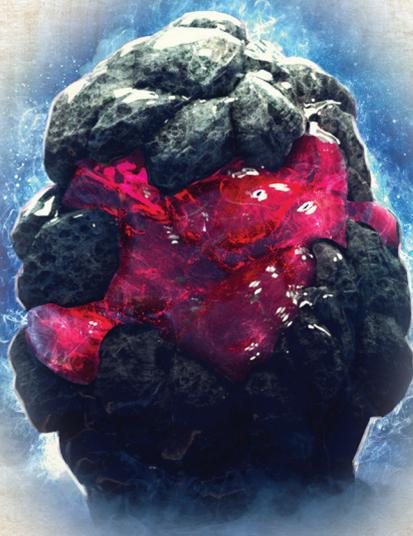
When a unit activates it moves, fights, and/or collects omphalos.

When a player has finished their turn, play passes to their opponent. When they complete their turn, play passes back. Players alternate turns like this until one of them wins.

You can win in two different ways. Either:

KILL YOUR OPPONENT'S GOD.
OR
**ABSORB TWO OMPHALOS
WITH YOUR OWN GOD.**

You don't have to declare which way you will try and win. There's nothing to stop you starting with one plan in mind, and changing when a sneaky opportunity presents itself to snatch victory from the jaws of defeat. You just need to keep your eyes peeled for that opening...



GENERAL RULES

Before we go into details, there are a few general rules you need to know.

- Once per turn (including your opponent's turns), you can discard one art of war card to search through your deck and take a card of your choice into your hand. Each time you do this, shuffle the deck again before you put it back.
- Once, in each of your own turns, you can discard one art of war card to take two more cards from the top of your deck. You cannot do this if you pass your turn.
- A unit that is taking simple actions can use its talents for free, and its powers at the cost listed on its dashboard.

While a unit is taking a complex action, it is treated as if it has no talents and only permanent powers.

- When one player cannot draw a card because their deck has run out, the game pauses. Both players keep their current hands, and refresh their decks, using the following steps:

1. The player that didn't run out adds their entire remaining deck to their hand.
2. Both players shuffle their discard pile to form a new deck.
3. Both players draw 3 cards.
4. The player that triggered the pause draws any cards he or she was previously unable to.
5. Play resumes from the point it paused.

FINAL PREPARATION

All you need to do now is pick a side (Zeus or Ares), and decide who will take the first turn. The younger player should choose forces, and the older take the first turn.

As this is a simple learning scenario, we recommend that you play at least twice, swapping sides to try out both forces.

PLAYING YOUR TURN

The first thing you do is take a new card from the top of your deck. Keep this secret, like the rest of your hand of cards.

Then, decide whether you want to activate a unit, or pass your turn. You'll nearly always want to activate a unit. However, just so we don't forget, if you do choose to pass, you simply take a second new card and then your turn ends.

Assuming you decide to activate a unit, your turn goes like this.

1. CHOOSE A UNIT TO ACTIVATE

2. DECIDE WHAT THAT UNIT WILL DO

3. COMPLETE THE ACTIONS

4. DECIDE WHETHER YOU WANT TO ACTIVATE A SECOND UNIT OR NOT

5. DECIDE WHETHER TO RECALL A UNIT OF TROOPS OR NOT

1. CHOOSE A UNIT TO ACTIVATE

This costs one of that unit's activation cards. When a rule has a cost in cards, you must discard that card from your hand into your discard pile. If you haven't got an activation card for the unit then it cannot activate.

2. DECIDE WHAT THAT UNIT WILL DO

Decide whether this unit will do up to two simple actions, or one complex action.

**There are three simple actions to choose from:
Walk, claim, and attack.**

If you're doing two simple actions, then you must finish the first one before you start the second. You can't do the same simple action twice in a single activation. Also, you can't walk after you attack because sneaking away is cowardly, and we're in an Age of Heroes! Apart from these restrictions, you can use any other combination of two simple actions.

If a unit is taking simple actions then it can also use its powers. Remember that troops don't have powers.

A unit's active powers can only be used during its turn, and are in addition to its actions. If a power has a cost in art of war cards next to its name, then the player must discard one art of war card from his hand per icon beside the power's name.

For example, Zeus must pay two art of war cards to use his Lightning power. Each power can be used once per turn.

**There are two complex actions to choose from:
run and absorb.**

A unit that takes a complex action is treated as if it hasn't got any talents or powers for that activation.

When you've completed the actions with the chosen unit, apply the effects of any powers that happen "at the end of the units activation". If the active unit has more than one power that happens at this time (like Ares), then you can choose to do them in any order. As with actions, you must finish the first one before you start the second.

Once any powers have been resolved, the unit's activation is over.

3. COMPLETE THE ACTIONS

So how does each of these actions work? We'll leave attack till the end as it takes longest to describe. Let's start with the basics: movement.

There are two actions you can use to move about the board: walk and run.

WALK

Walk is a simple action. Just move the active unit a number of areas up to its *movement* stat.

For example, Achilles has a *movement* of 1. He can only move one area. Ares has a *movement* of 2, so he can choose to move either one or two areas.

Whenever you're moving a unit, count each new area it moves into as one. Do not count the area the unit starts in.

If a unit moves into an area containing an enemy unit, then it must stop there, and end its action immediately. However, if a unit starts in the same area as an enemy unit, it is allowed to move out (though see the Block talent on page 18).

You don't have to use all your *movement* if you don't want to. A unit can't move into an area that's already full.

RUN

Run is a complex action, so the unit can do nothing else that turn. RUN works the same way as walk, except that the unit gets +1 to its *movement*.

Remember that a unit taking a complex action is treated as if it had no talents and no powers.



CLAIM

One of the ways to win is by your god gaining the energy of two omphalos. There are two actions to help you do this: claim and absorb.

Claim is a simple action that any unit can do. Each unit can carry one omphalos at a time. The claim action allows a unit to pick up an omphalos that's in the same area and not already claimed by another unit. Put the omphalos gem on the base of one of the unit's miniatures to show that it's being carried by them. It will move along with the unit when they walk or run.

Note that it's one omphalos per unit, not per miniature. So a troop unit with four miniatures can still only carry one omphalos at a time.

A unit can drop an omphalos at any time during its activation, even if it is taking a complex action or in the middle of a walk. Just put it back on the board in the area the unit is in when it drops it.

ABSORB

Absorb is a complex action that only gods can do. The god can absorb a single omphalos that is in its area, and which is not being carried by an enemy unit. It doesn't matter if the omphalos was claimed by the god itself, is carried by a friendly unit in the same area, or is still lying on the board – as long as it is not in the hands of an enemy unit.

When your god absorbs an omphalos, place that gem on his dashboard as a reminder. It's one step towards victory, and one less omphalos your opponent can claim. Then take one of the omphalos cards from the supply and add it to your hand.

An omphalos card works exactly like an art of war card. In addition, an omphalos card has a special, once-per-game use. At any point in your own turn, you can spend an omphalos card from your hand to heal 1 point of your god's lost *vitality*. Move the stat clip up one row on his dashboard. You can't heal other units, and doing this will remove the omphalos card from the game (not just put it in your discard pile). It won't remove the gem from your dashboard though – you keep that, and it still counts towards winning.

Remember that a unit taking a complex action is treated as if it had no talents and no powers.

ATTACK

So now you know how to move about and pick up omphalos. That just leaves us with the attack simple action. This is used to wound enemy units, and is the same process whether you are using swords, arrows, or Zeus' Lightning.

During an attack action, a unit resolves a combat sequence against a single target unit.

COMBAT SEQUENCE

Complete each step before moving on to the next:

1) CHOOSE A TARGET

2) DECLARE GUARD

3) RESOLVE THE ATTACK

1) CHOOSE A TARGET

When choosing your target, you can only pick enemy units that are in range.

Count the distance from the attacking unit to the target in the same way you count movement. If the attacker's *range* stat is this much or more, then the target is said to be "in range".

A unit with *range* 0 can only target enemy units in their own area.

2) DECLARE GUARD

The Guard talent can change the target from one unit to another. It's designed to allow you to shield weaker units with more expendable ones. If you have a unit with Guard in the same area as a unit that is the target of your opponent's attack, then you can change the target to the Guard. Continue the attack on the Guard as if they were the target all along.



Choose a Target - Example

A Since Achilles has *range* 0, he can only choose Zeus as a target.

B Ares, with *range* 1, can choose any target in an adjacent area, like the Hydra or the Spartans.

C Zeus has *range* 0. He can only choose a target in his own area, like Achilles. However, if he uses his Lightning power, he can attack with *range* 3, and so Ares is within his range!

D Spartans cannot choose attack, as there is no enemy left a *range* 0.

3) RESOLVE THE ATTACK

The attack itself is resolved using our special dice. Of all the Mythic Battles: Pantheon rules, the dice are the bit that most often cause a bit of initial confusion. This is because the game does something interesting with them instead of just rolling and reading what they say. Don't panic though – just follow the process through, step-by-step. We've included lots of examples.

Once you've grasped the concept, it's actually quite simple. As always, it's easier to show rather than tell, so we've also done a video about dice for you. See our YouTube channel for this and more.

To give you a general idea before we get into the details, what you're going to do is roll a group of dice in an effort to equal or beat the target's *defence*. Then, if your first roll isn't high enough, you get to re-roll some dice to try and add to the total. These steps are called the first assault and second assault, with each assault being a roll of the dice. There is no third assault.

The first step in an attack is to see if any talents or powers apply on either side. Then, using any applicable modifiers, work out the attacker's *offence* and the target's *defence*. Modifiers cannot reduce *offence* or *defence* below 0, or raise them above 10.

The attacker then rolls a number of dice equal to his *offence*. This is the start of the first assault.

If the attacker has the Mighty Throw talent, then set aside any blank dice for later. If they don't, then the blanks are misses.

Each remaining dice is read individually, and every result that equals or beats the target's *defence* causes one wound.

Dice that do not cause wounds may be set aside to add +1 to any other dice result. It doesn't matter what number you rolled on the discarded dice (as long as it's not a blank) – they all add +1 per dice. You can do this several times if you have dice to spare. Dice that are "set aside" to earn a bonus take no more part in this attack.

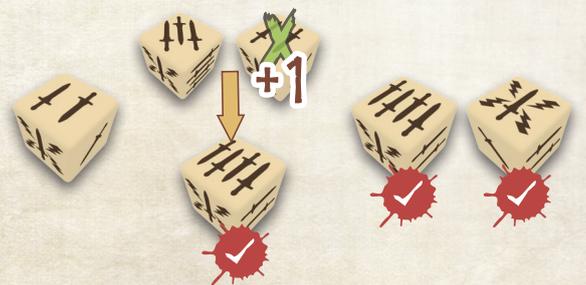
For example, the target is a unit with an effective *defence* of 4. The attacker has an effective *offence* of 6 so they roll 6 dice. The initial roll for the attack is blank, 2, 3, 2, 4, and 5.



The blank is removed because the attacker doesn't have Mighty Throw. The 4 and 5 equal or exceed the target *defence*, and so cause 2 wounds.



One of the dice showing a 2 can be set aside to add +1 to the 3, increasing that to a 4. This now equals the target *defence*, so causes a third wound. This leaves a single result of a 2, which misses on its own, and can't be used to add to another dice because there are none left.



Any dice that rolled 1-4 and are not set aside to modify results of the first assault may be saved to modify the results of the second assault (if there is one).

One assault is all you need when the target's *Defence* is 5 or less. However, when it's 6 or more, you can't roll that on one dice. You can choose to simply set aside dice to add +1 modifiers until your total is 6 or 7 or more. Alternatively, you can choose to go for a second assault.

The second assault starts by rolling dice. However, only roll as many dice as scored 5 or more in the first assault. It doesn't matter whether they rolled a 5 on their own, or whether this was the result of other dice being set aside to add to a result. As long as a dice ended up as a 5, it can be rolled in the second assault.

Again, blanks are discarded, which means that you lose the 5 you'd got previously. But that's the risk you take with the second assault. Blanks rolled in the second assault aren't used for Mighty Throw.

Each remaining dice you roll in the second assault gets +5 to give you a total on each one. As before, each dice that has a total equal to or higher than the target's *defence* causes a wound.

Also as before, any dice that don't cause a wound can be set aside to add +1 to another dice's total.

For example, an attack has generated three 5s in the first assault. In the second assault the roll is blank, 2, and 5. The totals of the dice are: 5 + blank = removed, 5 + 2 = 7, and 5 + 5 = 10.

1ST ASSAULT
RESULT



2ND ASSAULT



Another example, during an attack against a *defence* 10 target, the first assault results in two 5s, with one dice remaining that can be set aside in the second assault.

In the second assault the roll is 2, and 3. The totals of the dice are:

5 + 2 = 7, and 5 + 3 = 8. Neither is enough to wound the target, so the remaining dice from the first assault can be set aside to add +1 to the better result.

The total is now 5 + 3 + 1 = 9.

Finally, the 2 rolled in the second assault can also be set aside to add +1 to the total. The total is now 5 + 3 + 1 + 1 = 10.

The 10 causes a wound as it is equal to the effective *defence* of 10.



This final example demonstrates a typical attack in two assaults.

The target is a unit with an effective *defence* of 7. The attacker has an effective *offence* of 6. The initial roll for the attack is blank, 1, 2, 3, 4 and 4.

The blank is removed.

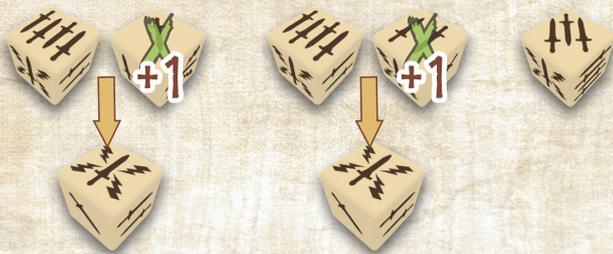


There are several ways to use the remaining results. Two options are:

- First Option: Set aside the 1, 2, and 3 to add a total of +1 +1 +1 = +3 to turn one of the 4s into a 7. This will cause 1 wound to the target. The second 4 will be wasted.



- Second Option: Set aside the 1 and the 2 to add +1 to each 4, making them a pair of 5s.
- Save the 3 for a second assault.



If the first option was chosen, the attack ends there, with 1 wound caused, and no second assault required.

If the second option was chosen then a second assault is needed:

The first assault generated 2 results of 5, so roll 2 dice. Remember that a spare 3 was saved from the first assault.

The roll is 1 and 4, resulting in totals of 5 + 1 = 6, and 5 + 4 = 9.

1ST ASSAULT



2ND ASSAULT



= 9

= 6



= 7



The 9 causes a wound as it is more than the effective *defence* of 7.

The 3 that was saved from the first assault can be set aside to add +1 to the 6. This makes it a total of 7, which equals the effective *defence* and causes a second wound.

When you've worked out all the wounds the attacker has caused, apply them to the target.

A troop unit loses one miniature per wound caused. A wounded Troop cannot use talents.

Place the dead ones on the troop card. They may return if the unit is recalled.

Any other unit loses 1 *vitality* per wound. Slide the stat clip down the track that many rows. You will notice that some of their other stats have changed to.



AREA ATTACKS

Both Ares and Zeus can make area attacks with one of their powers. These work exactly the same way as normal attacks, except that one area attack targets every units from both sides in a single area. The only unit that escapes an area attack is the attacker themselves (if they target their own area). The target area must have at least one enemy unit in.

Once the target area has been chosen, make one separate attack, using the normal rules, against each unit. Do this one at a time, in an order chosen by the attacker.

If a friendly unit is caught in the attack, let your opponent roll the dice and make the decisions on setting aside, re-rolling, and using Mighty Throw as if it was his attack.

If a unit with the Guard talent is caught in the area attack, then it will be a target once, as normal. If it chooses to use Guard to help its friends, then attacks it takes upon itself in this way will be in addition to the one it would take anyway. Remember that troops lose their talents when they lose a miniature.

4. DECIDE WHETHER YOU WANT TO ACTIVATE A SECOND UNIT OR NOT

If you don't want to activate a second unit, or you haven't got the cards in your hand to pay for it, then your turn ends.

If you do want to activate a second unit, then it must be a different one to the first. Each unit can only activate once per player turn.

Like the first activation, a second costs you one of the unit's activation cards. In addition, a second activation costs you an art of war card.

Once you've activated a second unit by paying the cards, choose and complete its actions from the same options and in the same way as before.

You can't activate more than two units in your turn.

5. DECIDE WHETHER TO RECALL A UNIT OF TROOPS OR NOT

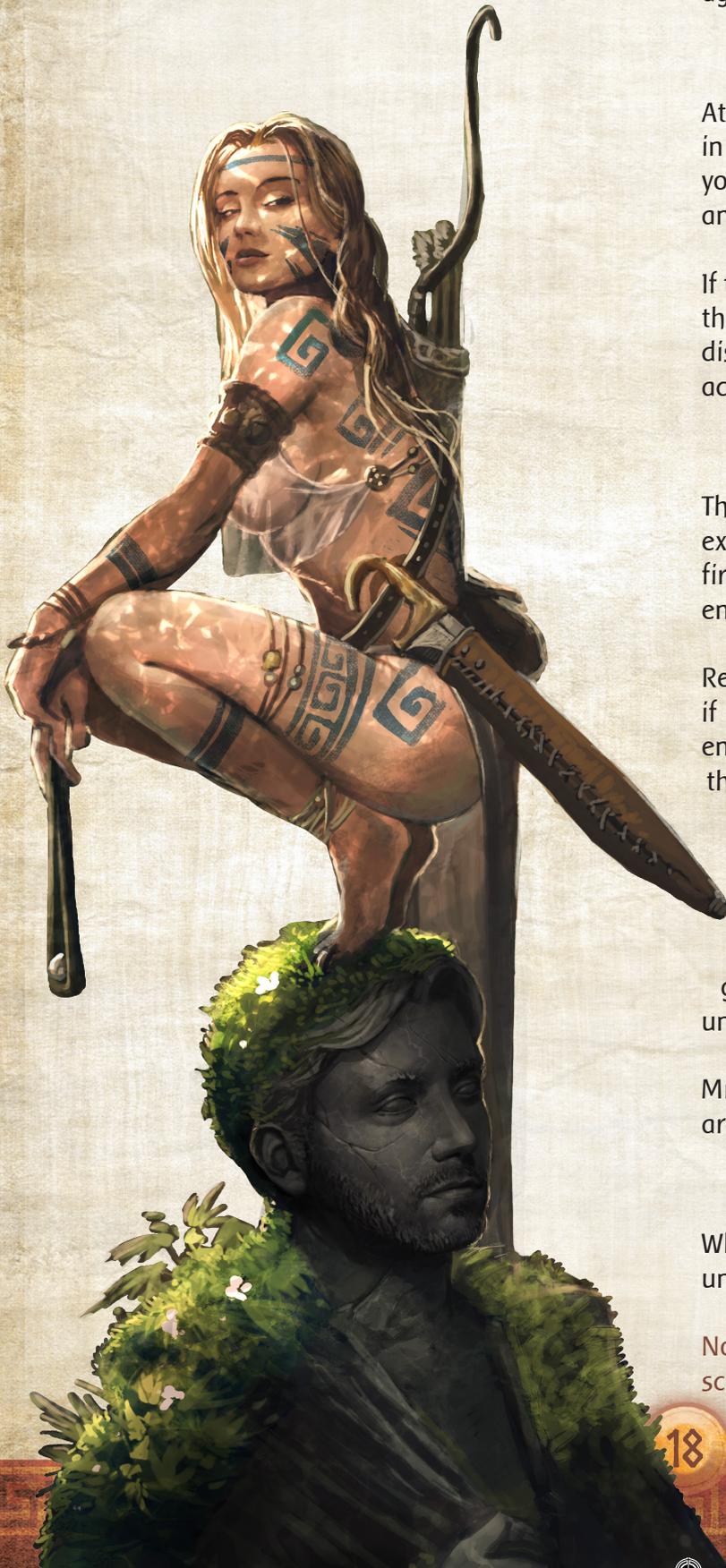
Recalling a unit of troops costs one art of war card, and summons it to your god. You can only do this if there is room in your god's area to place the unit, and you can only summon troops, not monsters or heroes.

Discard an art of war card, and move the chosen unit of troops from wherever they are to your god's area. You can do this even if they've been destroyed and are no longer on the board. In addition, replace any miniatures from this troop unit that had been killed earlier, so that the recalled unit is once again at full strength. You might like to think of this as reinforcements arriving rather than the dead troops being literally resurrected, though these are gods...



TALENTS

Talents are drawn from the following shared list and are the same each time they appear. Only their name is listed on dashboards and troop cards.



BLOCK

When a unit with Block is in the same area as an enemy unit that doesn't have Block, then the enemy units can't take walk, run, or claim actions.

GUARD

If a friendly unit in the same area as this unit is attacked, you may change the target of the attack to this Guard unit instead. Resolve the attack as normal, against the new target (the Guard).

LEADER

At the end of this unit's activation, check to see if it's in the same area as your troops. If it is, look through your deck for one of the troop unit's activation cards and add it to your hand.

If the Leader unit was the first activation of your turn, then the troop unit may be activated immediately by discarding one of its activation cards. This second activation does not cost an art of war card.

MIGHTY THROW

This unit resolves attacks as normal, with the exception of blank results. Put any blanks from the first assault to one side and deal with them at the end, after you've worked out wounds.

Regardless of whether or not you wound the target, if you have enough blank results you can throw the enemy unit into an adjacent area. 1 blank lets you throw a hero or unit of troops, and 2 blanks lets you throw a monster or god.

When a target unit is thrown, it drops any omphalos it was carrying before it moves. Then the player whose unit did the Mighty Throw gets to move his victim one area. You can't throw a unit off the board, or into an area that's already full.

Mighty Throw works for attacks at any range, and for area attacks.

TORMENT

When this unit makes an attack against an enemy unit in the same area, the enemy suffers -1 defence.

Note: CLIMB and INITIATIVE Talents are not used in this scenario.

WHAT NEXT?

Play the full game, of course!

The rules you've just learned are a slightly simplified version of the full rules. The main difference is in the way the rules are written, rather than what they are.

Have a look at the scenario book and pick something that seems like fun. You might want to start with a simple skirmish, or something more story-based.

When you've decided on a scenario, set it up as described, and try playing using the core rulebook, using the detailed set up and turn sequence.

Among other differences between this scenario and the full game are:

- You recruit your own army in most scenarios. That's almost a game in its own right.
- The areas on the map boards contain different types of terrain, with various effects. This includes some models being able to throw bits of ruins at each other!
- To go with all this different terrain, there are rules for aquatic, fireproof and flying units (mostly for units that appear outside the core box).
- Units that are the target of an attack can retaliate.

Finally, in case you were interested, the only thing we changed was to ignore the normal requirement to be able to see your target to make an attack. As units can always see into adjacent areas, this only applies to *range* 2+ attacks, and the only unit that has one here is Zeus with his Lightning power, and only then if he uses it at maximum *range*. For the sake of this one situation, we thought we'd make life a bit simpler, so we left out the requirement. And, if we gave Zeus the tiniest bit of an edge, then he is a god, after all...

CREDITS

Game Designer: Benoît Vogt

English rules written by: Jake Thornton

Developer, Art Director and Communication Manager: Léonidas Vesperini

Project Manager: Erwann Le Torrivellec

Graphic Designer: David Rakoto

Graphic Assistants: Julien Fenoglio, Stéphane Gantiez and Sandra Tessières

Cover Art: Stefan Kopinski

Interior Art: David Demaret, Vincent Dutrait, Stéphane Gantiez, Stefan Kopinski, Loïc Muzy, Paolo Parente, Guillem H. Pongiluppi and Pascal Quidault

Map Art: Georges Clarenko, Gregory Clavilier and Charles Salom

Figure Design and Sculpt: Aragorn Marks, Arnaud Boudoiron, Gregory Clavilier, Viktor Dragosani, Gautier Giroud, Gaël Goumon, Yannick Hennebo, Martin Lavat, Stéphane Nguyen, Edgar Ramos, Stéphane Simon and Irek Zielinski

Production Manager: Tracey Fraser-Elliott

Marketing Manager: Jenny Bendel

Scénarios : Ben & Peps, Eric Bourlett, Eric Gehres, Mike Monnier and Jake Thornton

Flavor Texts: Franck Magoni

Translation: Sylvain Broche, Julien Fenoglio and Eric Harlaux

Supervisor: Erwan Hascoët

Voice of Olympus: Jake Thornton

Publisher: Monolith & Mythic Games

In-house Playtesters: Jean Auquier, Pascal Bernard, Ben & Peps, Tony Berard, Eric Bourlett, Elie Buglione, Antoine Bricard, Baptiste Charden, Ben Clapperton, Emmanuel Crochet, Eric Gehres, Graham Hobson, Craig Johnson, Pierre Milon, Carole Oculi, Alexandre Sevoz, Pierre-Alexandre Vigor, Philippe Villé, and over 2500 people during our Mythic Tour!

Additional playtesting by our thousands of brilliant Kickstarter backers from all around the world! Thank you for all your many suggestions. You've helped us to make this an even better game!

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