

With the fall of the Mycenaean empire, the age-old might and culture of ancient Greece collapsed and Hellas was mired in chaos and ruin. A time came that no chronicle would document. Amid disarray and death, a handful of chosen ones took it upon themselves to restore law and order by assuming control over the fallen land. History would remember them as heroes. Between them, a great war began and its victor would become the sole ruler.

Drawn to the war, mysterious and technologically advanced beings arrive into the world. As they offer their support to the heroes, arming them with advanced weaponry of terrible power, the Greeks soon come to worship them as gods.

Can you survive in this hostile land ravaged by monsters and unending strife? Are you ready to fight and become Lord of Hellas?

In Lords of Hellas you will lead a hero to battle. With armies at their command, they must fight rival heroes and slay fearsome monsters as they try to please the new gods.

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Victory Conditions

The game instantly ends when any of the players meets one of the following victory conditions.

Warlord of Hellas

Control of 2 Lands (a Land is an area encompassing all the Regions marked with a single color)



Monster Slayer Slay 3 Monsters



Favoured of the Gods

Control of 5 Regions with Temples



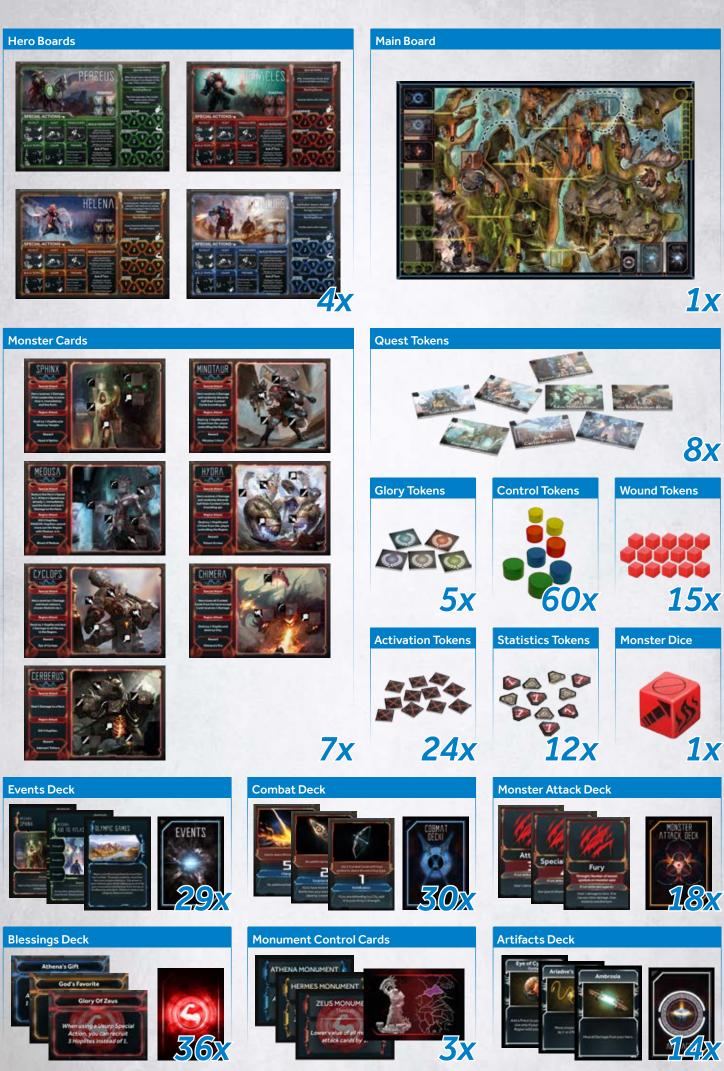
King of Kings

A Monument is fully built, at which point player who controls the most Regions with Cities wins

GAME COMPONENTS



PRC PE PRO PE DR \prec PE PE PRO YPE PRC



PE

GAME PREPARATION

Set Up main board

Place city miniatures

Place all City miniatures in the appropriate regions marked on the map. A City allows you to recruit 2 Hoplites(). Each City can have 1 Hoplite (📣) Fortified to receive a +1 to Army Strength.



Place Sparta miniature

Place the Sparta miniature in Laconia. In Sparta, 4 Hoplites (1) can be recruited. A Hoplite Fortified in Sparta adds +2 to Army Strength.

Place Monument Foundations

Place the first level of each assigned Monument in its appropriate region. The level of the Monument determines the unlocked

God Powers. When you send your Priests (Y) to pray at the Monument, you receive a Favour of its current level.



Place Temple miniatures

Place all Temple miniatures on the Temple Track (spaces with numbers and a special one for the Oracle of Delphi). Whenever a Temple on the space with "Draft Blessing" is built, players draft Blessings.

10 Prepare starting events

Draw 8 cards from the Events Deck and resolve them in the following order:

Ignore Myth Cards (these still count toward the 8 cards drawn).

Place Quest Cards in the Quest Slots and place the Quest Token for that Quest in the appropriate Region. Once the third Quest Card has been placed in the track, ignore subsequent Quest Cards drawn in the preparation phase (these still count toward the 8 cards drawn).

After drawing a Monster Card place its corresponding miniature in the Region indicated by the card and place the Monster Board (along with the Artifact assigned to it) by the main board. If the drawn Monster Card shows a Monster which is already on the board, this card is to be ignored (these still count toward the 8 cards drawn).

Shuffle all the cards drawn back into the Events Deck. Then place the deck in its spot on the board.



PROTOTY



Quest #1

Resolve



Myth Ignore



Quest #2 Resolve



Sphinx #1 Resolve



Sphinx #2 Ignore

Quest #3 Resolve

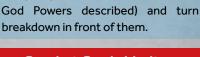






Minotaur #1 Resolve

Quest #4 lanore



from the top of the deck.

11 Player setup

Combat Cards Limit

Every player draws a Combat Card

Every player places a Help Card (with

No player can hold more than 4 Combat Cards in hand during the game. This limit does not apply during a Hunt. Once a Hunt is over, however, the player must immediately discard excess Combat Cards of their choice.

Shuffle Decks

Shuffle the Events Deck (all Myth, Monster and Quest Cards), Monster Attack Deck and Combat Deck and then place each of them in its appropriate spot on the board.



7 Prepare Artifact Deck

Set aside the Artifact Cards assigned to the respective Monsters. Shuffle the remaining Artifact Cards and place the deck thus arranged in its appropriate spot on the board.



Shuffle Blessing Cards from Gods that Monuments are present in the game into one deck and place it next to the board.

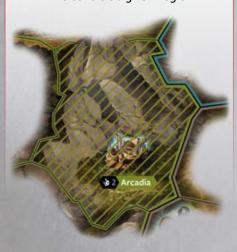
Place other components

Place the Monster Die, Monster Wound Markers, Local Glory Tokens, Quest Tokens, and Monster Miniatures, Monument Parts, Monument Cards and Monster Boards next to the main board.



What is a Region?

A Region is the smallest named area (Arcadia)) of the map, marked with a Population Strength (2) that determines the number of Hoplites you have to posess in this Region in order to take control of it. Use Control Tokens ()) to mark who controls a given Region.



12 Picking a hero and starting setup

9

Players decide upon a starting player. That player chooses a hero from those available, takes their corresponding miniature along with colored base, hero board, the Army and Priests of the same color.

The player then places three Attribute Markers () on their Hero Board for Leadership, Strength and Speed. These start at 1 unless the given Hero's starting conditions say otherwise. Then place the miniature of the chosen Hero, along with 2 Hoplites, in one Region. If the Population Strength () in that Region is 2 or less, the player places their Control Token () there. This completes the first player's setup.

Going counter-clockwise, the next player chooses one of the remaining Heroes and places them on the board following the same rules as above. They cannot place their Hero and Hoplites in a Region with another Hero already in it.

The last player to choose and place their Hero on the board will begin the game.

Player turns proceed clockwise.

COURSE OF THE GAME

Players take turns in order. Each player's turn ends with a Special Action. The player to their left (clockwise) then takes their turn.

Regular Actions

A player can use any number of Artifacts they possess during their turn and move their units (Hoplites, Hero, Priests). There is no order of regular actions, but you can perform a given regular action only once, as below:

Priests

Player can send a Priest from their Priest Pool (at the start of the game players have no Priests – they only get them by building a Temple) to a chosen Monument.

After placing the Priest you immediately use the Monument Power appropriate to its level.



A Priest can take any free spot at the Monument. If there are no free spots, you cannot play a Priest under the Monument.

Hero Movement

A player can move their Hero over as many Regions as indicated by his Speed level or over 1 Quest Track space (if their Hero is already there). Heroes can traverse and stop in any Region without regard for the presence of Hoplites, other players' Heroes or Monsters.

If a Hero ends their movement in a Region with a Quest Token () in it, they can immediately move to the field assigned to that Quest if they meet the requirements described by that Quest Cards (see quests).



Hoplite Movement

Player can move a maximum number of Hoplites () to a neighboring region equal to the level of their Leadership stat.

You can move Hoplites from various Regions to any other neighboring Region.

No Hoplite can move twice (you cannot move a single Hoplite by a distance of 2 or more Regions).



A player can Fortify a Hopilite in a given Region with a City or Sparta as their move in that case treat that City as another Region. Fortified Hoplites receive a bonus of +1/+2 to Army Strength if they fight in the Region (+1 for City/+2 for Sparta). Moving Hoplites out of City/Sparta into the same Region City/Sparta is treated as a movement.



You make all moves with Hoplites before fighting any Battles (if they occur).

Movement over seas

Heroes, Hoplites and Monsters can move over seas between regions connected with Sea Lanes same way as with neighboring regions.

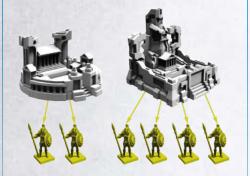


Special Actions

Following the completion of their Regular Actions, a player **MUST** perform one of the available Special Actions. Mark a used Special Action with an Activation Token (**N**). That action remains unavailable until the token is removed from it. The Special Actions are:

Recruit

You can Recruit up to 2 Hoplites (()) in every controlled Region with a City in it (or up to 4 hoplites ()) in Sparta). If there is room in the City/Sparta, one of



the recruited Hoplites may enter play Fortified (place inside City / Sparta).

Amount of available Hoplites

The number of available Hoplites () is 15 per player. When a player has no Hoplites left in

their pool they cannot put Hoplites on the board in any way. You cannot remove Hoplites from the board to place them in a different spot (e.g. as the result of a Recruit action).

Manoeuvre

Player can move any number of their Hoplites () from one Region to a single neighboring Region. Fortified Hoplites cannot be relocated with this action.



You can move Hoplites who were previously moved in a Regular Action or as a result of cards or Monuments.

If the target Region contains enemy Hoplites, you must engage in battle.

Build Temple

Player may build a Temple in a Region they control if that Region contains a Shrine. The player places a Temple model on the Shrine slot and adds one Priest (*) to their Priest Pool.



If a player Builds the Delphi Oracle they receive two Priests ($\checkmark \checkmark$) instead of one. If, under the Temple slot there is "Draft Blessings" – proceed with draft. (see: Blessing Cards on page 16)

Priest Pool

Each player can hold a maximum of 4 Priests (♥). If a player has 4 Priests (♥) in their Priest Pool or at Monuments, they cannot receive additional Priests (♥).

Prepare

A player can choose any two from these available options (a single option can also be chosen twice):

- Heal single injury from your Hero. (flip ()back to ())
- Draw a Combat Card.
- Recruit one Hoplite () in the Region in which your Hero is present (you cannot perform this action if your Hero is outside the board, e.g. on a Quest, or when they are in a Region also occupied with another player's Hoplites.)

Usurp

if a player possesses a Local Glory Token in the color of the Region in which his Hero is present, then the player can instantly take control over that Region.



All enemy Hoplites must withdraw from the Region. Usurping player places his Control Token () over it and can Recruit 1 Hoplite () (which may be Recruited Fortified in a City / Sparta).

Using Usurp does not make you lose the Glory Token! ()

Hunt

Player can begin hunting a monster present in the same Region as their Hero (see page 13).

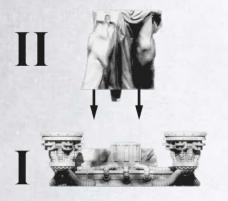


Build Monument Special Action

Player can build a level of a Monument. The player chooses the Monument they want to build and then adds the appropriate element to it.

Build Monument

All Priests are dropped from all Monuments (they do not come back to the Player Priest Pool).The player receives as many Priests as the number of Temples he controls (also 1 priest for Oracle of Delph).



Building Monuments marks the end of a round. All players remove their Used Action Tokens.

Proceed with Monster Phase and Event Phase.

Monster Phase

In this phase the Monsters present on the board will move and ravage regions in which they are stationed. The player who performed the Build Monument action rolls the Monster Die for every Monster on the board (in the order of their choosing). The Monster Die offers 4 outcomes:

Nothing – nothing happens. Move on to the next Monster.

Action – the Monster performs a Region Attack as described on their board.

Move – the player who performed the Build Monument action must move the Monster to any neighboring region.

Move or Action– the player who performed the Build Monument action decides whether the Monster performs an Action or Move.

After the Monster phase, proceed to the Event Phase.



Event Phase

The active player draws the top card from the Events Deck and immediately resolves it.



There are three kinds of cards in the Events Deck:

Myth – immediately implement the effect described on the card. If the card requires a vote or sacrifice of some resources the decision is made by each player in secret and announced at the same time by everyone. When its effect is implemented the card is placed in the discard pile.



Voting

If you must vote for or against, make a decision with fists held out and then stick your thumbs up (for) or down (against). **Quest** – a new quest appears! Place the appropriate Quest Token in the Region indicated on the card.

The Quest Card is placed in the free slot at Quest Track. If there is no more space on the Quest Track, discard new Quest.



Monster – the effect of the card depends on whether or not the Monster is already on the board:

If the Monster is already on the board, the effect noted on the card drawn is to be implemented.



If the Monster is not on the board then place its miniature in the Region indicated on the card drawn and its Monster Board and the Artifact assigned to it next to the main board.

If the Monster has been killed, ignore this card and draw another.

After Event Phase, the next player begins his turn.

HEROES

There are four heroes to choose from in the base game: Helena, Achilles, Heracles and Perseus. Each of them has a different starting condition (special bonus) and special skill. Each Hero can be developed in the direction its player chooses.

1 Active Priest Pool

When a player receives a Priest they place him in their Priest Pool. Only Priests that have been placed in the Priest Pool are counted as player property (e.g. for a Quest or Myth).

2 Special Skill

Special Skill of a Hero that is activated if certain conditions are met during the game.

Starting Conditions

Bonus that a Hero receives at the beginning of the game.



4 Special Actions

Instruct what special actions a player can perform during their turn. After choosing an action the player puts a Used Activation Token on it that stays there until any player performs the Build Monument action. These actions will remain locked while Used Activation Token remains on them.

5 Hero Statistics

Leadership - determines the number of Hoplites the player can move during the Move Hoplites regular action

Strength - determines how many Combat Cards a player draws at the beginning of a Hunt.

Speed - determines the number of Regions a Hero can traverse during the Move Hero regular action.

High values of statistics are also useful for completing Quests. Once raised, an attribute cannot be lowered except through special instructions on some cards.

Increasing Statistics

Only way to increase your hero statistics is to send priest to pray under corresponding Monument.

Monsters appear on the board in result of having their cards drawn from the Events Deck. They can evolve (if they are already present on Board and their card gets drawn) and increase number of wounds or special action.

Monsters are characterized by being able to withstand from 4 to 7 wounds of various types (number of injuries denotes monster power), by their special attack, starting place on the main board and monster action during events phase.

1 Special Attack

Determines which attack the Monster performs after drawing the "Special Attack" Monster Card.

2 Region Attack

Describes what happens for the Action result when rolling the Monster Die.



4

Name of the Artifact you can choose to get after defeating the Monster.



Wound Symbols

Determine which Combat Cards a Hero must use to kill a given monster.



Monsters heal wounds only trough special events or special abilities. Leaving wounded monster make it easier for other players to kill!

5 Starting Region

Defines Region where (when first drawn from the deck) the Monster will be placed.

6 Evolve

If the Monster is already present on the board, you attach card with evolve to the monster board, any effect written applies to the monster.



HUNT

In order to begin a Hunt a Hero must be in the same Region as the Monster they want to attack. Combat begins when a player performs the Hunt action.

Combat begins when a player performs the Hunt action. The player chooses one of the Monsters located in the same Region as their Hero (sometimes more than 1 Monster may be present) and then draws as many Combat Cards as the level of their Hero's Strength attribute. Hunting a Monster proceeds through the following stages:

Hero attacks monster

The player must inflict at least one wound on the monster (but they can inflict more then one wound). If he fails to do that combat ends immediately.

Inflicting Wounds

In order to inflict a wound on a Monster, the player must discard a Combat Card with the wound symbol corresponding to the one on the Monster Board. The player then puts a wound marker () on the appropriate spot on the Monster Board.



Monster attacks the Hero.

The person to the left of the player combatting the Monster draws two cards from the Monster Attack Deck and chooses one of them. The hunter then has two options to choose from:

1. Play any number of Combat Cards with value equal to or higher than the strength of the attack played in order to defend themselves from it.





2. Recive the attack, not playing any combat cards in defense.

Upkeep

- If they defended with 1 card, draw 2 Combat Cards.
- If they defended with 2 cards, draw 1 Combat Card.
- If they defended with 3+ cards, draw no Combat Cards.
- If they chose not to defend, resolve card effects (receive injury, end Hunt etc.) and draw one Combat Card.
- The the Hunt sequence is repeated.

Injuries

While combating Monsters a Hero may be injured. A Hero can receive three injuries during combat (each one aimed at one of their attributes). If the Hero receives a fourth injury, the combat ends. If the Hero gets an injury, Player choose one attribute. Injuried attribute's value is 1 until the Hero is healed, regardless of the previous value of that attribute. Flip the attribute token to mark the injury Injuries may be healed by performing the Prepare Special Action or using some artifacts (e.g. Ambrosia).

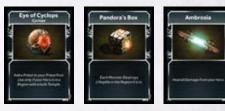
The Hunt ends if the player:

- Is unable to inflict any wounds on the Monster during Player attack stage.
- A card was played during the Monster's attack which will cause an end of the Hunt and the player failed to defend themselves from it.
- A Hero receives a fourth injury.
- A Monster receives a final wound.

Successful Hunt

If combat against a Monster culminates with inflicting a final wound on it, the Monster is slain. The player:

- Receives a Local Glory Token () in the color of the Region in which combat took place. If the token belongs to another player, it is taken over.
- 2. Receives one of 3 Artifacts. They draw the top two Artifacts from the universal artifacts deck and then choose either one of them or the Artifact assigned to the slain Monster. The chosen Artifact is charged (ready for use). Rest of the universal artifacts get shuffled into Universal Artifacts Deck)



BATTLE

If Hoplite movement - whether originating in a regular action or any other way - results in Hoplites belonging to two players existing in the same Region, a battle ensues.

If Hoplite movement caused the start of more than one battle, the active player decides in which order the battles will be fought. All Hoplites in a given region take part in the battle. You cannot abstain from participation from battle. Battles are fought following this sequence:

Playing Combat Cards.

- The attacking player can play one Combat Card from their hand. If they do then they resolve that card's effect and add its value to their Army Strength. If they pass then they cannot play more combat cards during the current battle.
- 2. The defending player can play one Combat Card in the same way. If they pass they also cannot play any more cards.

The sequence is repeated until both players pass.

You cannot play Combat Cards with Casualties Symbols exceeding number of your Hoplites!



1 Card Power

The number in the center of a Combat Card defines it's power in both Battle and during a Hunt.

Comparing Army Strength

Players compare Army Strengths. Every Hoplite is worth 1 Strength point. To this must be added the value of Combat Cards played and any bonuses resulting from Fortification of the defenders, Grace of the Gods, Artifacts or special skills of the Hero. The player with higher strength wins (defender wins in case of a draw).



	Red Player	Blue Player
Hoplites	+2	+3
Combat Card	+5	+3
Bonus Modifiers	0	+1 (Achilles)
Total	7	7

In this example, the Defending player (Red) comes to a draw against Attacking player (Blue). The attacker have to withdraw his Hoplites back to the region they were previously stationed in and looses 2 hoplites (1 for and 1 for combat card he used). Defending player looses 2 hoplites (Combat card cost) but keeps control in the region.



Special rules that apply during battles.

Casualties and Withdraw

Players (loser and winner alike) eliminate as many Hoplites among those who participate in battle as there were loss symbols on the Combat Cards they played.

The losses from Combat Cards result from the Combat Cards you played and not those your opponent played.

The loser of the battle loses an additional Hoplite and has to withdraw their remaining Hoplites to a neighboring Region of their choosing.

However, he cannot withdraw to a Region controlled by another player or a Region in which another player's Hoplites are present. If a player is unable to withdraw their units, they are destroyed.

If the attacker lost the battle they have to withdraw to the Region from which they attacked.

Control

If the Region in which the battle was fought, was under defender's control, the winner takes control over it.



Pyrrhic victory

If the attacker sustains losses such that he has no Hoplites in the Region, even though he won the battle, he cannot assume control of the Region.

3 Casualties Symbol

If present on the card, loss markers define how many Hoplites you loose after Battle from playing this card in the Battle. (You loose 1 Hoplite per 1 Loss Marker)

PROTO

QUESTS

To start a Quest you must finish your Hero movement in a Region with a Quest Token and meet the requirements for starting it from any level.

Sometimes event deck will unveil new quest in different region. Quests are additional adventures your heroes can start if they meet given requirements. Completing quests will grant you special rewards as well as glory token.

Starting Quests

To start a Quest you must finish your Hero movement in a Region with a Quest Token () and meet the requirements for starting it from any level.

In your next turn, instead of your Hero movement, you can move him along the Quest Track by one position (Hero speed has no effect here).

Remember that as soon as you place the Hero on the Quest Card you no longer need to meet the requirements of subsequent Quest Steps.



Finishing Quests

When you move a Hero to the final step of a Quest Track, the Quest is completed.

- 1. Place your Hero on the board in the Region containing the Quest Token. Your Hero cannot move this turn.
- 2. Receive a reward for completing the Quest (written on the Quest Card).
- 3. Receive the Glory Token in the color of the Region in which you undertook the uest.
- 4. Remove the Quest Token from the board (additional event phase).
- 5. Draw a new Event Card.

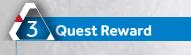




Place the quest marker at the specified location when this card is drawn in the event phase. (The minimap can help you with locating the place)

2 Quest Requirements

The quest requirements are divided into 3 levels. You need to meet the conditions specified to start at the chosen quest level.



Reward for completing the quest.



Example

Heracles meets the requirements for first level of the quest. He moves to first level of the quest track.



On his next turn, he moves to the second level of the quest track.



Unfortunately, Perseus meets the requirements for the 3rd level, he moves onto the third level, and instantly completes the quest beating Heracles to the reward.



GAME CHANGERS

The mechanics of the game can be changed with some special rules. Each one can change the tide of the game in unexpected and exciting ways.

Rule order: Artifacts, Blessings, Monument Blessings, basic rulebook rules.

ARTIFACTS

Artifacts let a player use a special skill, the effect of which is described on the Artifact Card. After being used, the Artifact cannot be used again until it is recharged during the Build Monument phase triggered by any player.

Artifacts are split into two groups:

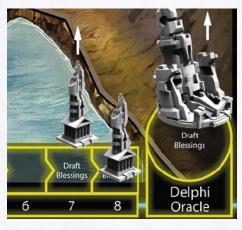
 Universal Artifacts, that can be obtained from slaying monsters, completing quests, and special cards.



 Monster artifacts, that can be only obtained by slaying Monster with specified artifact as reward.

BLESSING CARDS

Upon building the 3rd , 4th, 7th and 8th Temples (and Oracle of Delph), a draft of Blessing Cards is triggered.



Blessing cards are special enhancements in the form of passive bonuses for your Hero. The player who built the Temple which triggered the draft, draws (number of players + 1) Blessing Cards, picks one and passes the rest of the cards to the next player. Continue until all players have drawn a card from the draft then discard the unused card. Blessings Cards are permanent and visible to other players.

MONUMENT CARDS

Monument Cards are special perks for a player who controls a Region containing a Monument. Whenever you place a Control Token in a Region with a Monument in it, take the corresponding Monument Card. If another player has this card, take it from them.





Two Player Mode

When the game is played by two players the following elements change: Two of the conditions of victory

- 1. Warlord of Hellas you need to take control not of two but of three lands.
- 2. King of Kings two monuments needs to be fully build to finish the game.
- **Build Monument special action**
- Before performing the Build Monument action, a player can choose one of the actions already performed (with a Used Action Token) and perform it. Only after performing this action can you proceed to the Build Monument action.