



LORDS
OF
HELLAS

GAME MANUAL
PROTOTYPE



GAME PREPARATION

1 Set Up main board

2 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.



3 Place Sparta miniature

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



4 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 (♁) to pray at the Monument, you receive a Favour of its current level.



5 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.

11 Player setup

Every player draws a Combat Card from the top of the deck.

Every player places a Help Card (with God Powers described) and turn breakdown in front of them.

Combat Cards Limit

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.

Example:



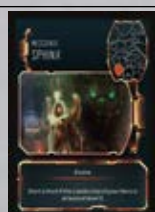
Quest #1
Resolve



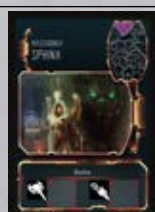
Myth
Ignore



Quest #2
Resolve



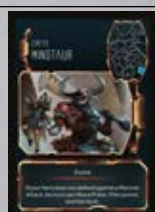
Sphinx #1
Resolve



Sphinx #2
Ignore



Quest #3
Resolve



Minotaur #1
Resolve



Quest #4
Ignore

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 than 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.



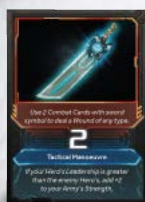
Monster attacks the Hero.

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. Receive 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

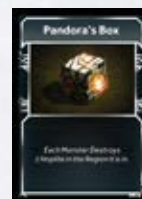
While combating Monsters a Hero may be injured. A Hero can receive three injuries during combat (each one aimed at one of their attributes). If the Hero receives a fourth injury, the combat ends.

If the Hero gets an injury, Player choose one attribute. Injured 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).

Successful Hunt

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

1. 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)



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.



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 quest.
4. Remove the Quest Token from the board (additional event phase).
5. Draw a new Event Card.



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.



1 Quest Location

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.

3 Quest Reward

Reward for completing the quest.



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:

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

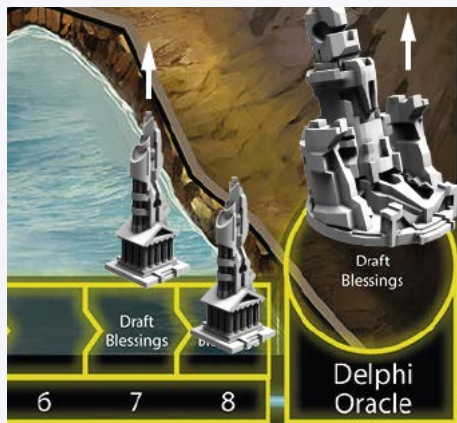


2. Monster artifacts, that can be only obtained by slaying Monster with specified artifact as reward.



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.