



1.5

---

◆ NEMESIS RULES ◆

---



# SUMMARY

I	INTRODUCTION	5
II	PLAYER ACTIVATIONS	5
III	WINNING THE GAME	5
IV	GAME SETUP	5
A	SOLO/COOP CAMPAIGN .....	5
B	NEMESIS SKIRMISH .....	5
C	TABLE SETUP .....	6
V	PLAYING THE GAME	6
A	PLAYER TURN SEQUENCE .....	6
B	TROOP RECALL .....	6
C	ACTIVATION LIMIT .....	6
D	DECK .....	6
E	DESTROYED DIVINE STONES .....	6
F	NEMESIS TURN SEQUENCE .....	7
G	NEMESIS ACTIVATION RULES .....	7
H	NEMESIS ATTACK RESOLUTION .....	7
I	NEMESIS TARGETING PRIORITY .....	7
J	ADDITIONAL DECISIONS .....	8
VI	TALENTS	8
A	ARCHER, BOLSTER, CLOSE COMBAT, CLOSE PROTECTION, PHALANX, SNEAK ATTACK, TORMENT .....	8
B	BLOCK .....	8
C	CLIMB .....	8
D	FORCE OF NATURE .....	8
E	GEM COLLECTOR, INITIATIVE .....	8
F	GUARD .....	8
G	LEADER .....	8
H	MOBILITY .....	8
I	MONSTER SLAYER .....	8
J	MIGHTY THROW .....	8
VII	POWERS	9
VIII	TERRAIN	9
A	ROCK .....	9
B	FOREST/RUINS/STAIRS/CAGE .....	9
C	LAVA .....	9
D	SWAMP, WATER .....	9
E	POLAR .....	9
IX	COOP CAMPAIGN	8
A	A DESPERATE GAMBIT .....	8
B	THE HEART OF CERBERUS .....	10
C	THE INFERNAL RACE .....	12
X	NEMESIS SKIRMISH	14
A	SOLO SKIRMISH .....	14
A	PARTNER SKIRMISH .....	15
B	OLYMPUS IN RUINS .....	16
C	MINOS' LABYRINTH .....	17
D	STYX RIVER .....	18
E	TARTARUS .....	19
F	THERMOPYLAE .....	20
XI	NEMESIS SKIRMISH ARMIES	22
XII	APPENDIX	26
A	DIVINITY POWERS .....	26
B	MONSTER POWERS .....	26
C	HERO POWERS .....	28
XIII	EXPANSIONS	30
A	HEPHAISTOS .....	30
B	HERA .....	34
C	POSEIDON .....	38
D	TITANS .....	42



# I • INTRODUCTION

These Solo and Cooperative Game Mode rules assume that players have a thorough knowledge of how to play Monolith's Mythic Battles boardgame. Those rules are not reprinted here but are referenced herein, so prior experience playing the game is required. Solo and Cooperative rules allow one or more players to play through specially designed skirmishes or scenarios that eliminate the need for a human opponent. Instead, the players themselves will control the Nemesis's dashboards and miniatures. By using a system of targeting priorities, the players move the pieces and roll the dice against their own units. The players do not need to think or strategize for the Nemesis units. There will be instances where players will need to understand the Nemesis unit's Talents and Powers to make the most of their activation, but the rules on Talents, Powers, and Terrain will guide the players on how to proceed.

## II • PLAYER ACTIVATIONS

Gameplay for the player won't change, although some of their unit's powers might behave differently. Players will draw and activate as usual. They will draft units as the scenario or skirmish dictates. The only difference is strategic. It will require a slightly different approach when battling against the pre-determined commands of this non-player Nemesis than it does against a human opponent.

## III • WINNING THE GAME

Each scenario states its own victory conditions. In Cooperative Mode, players all win or lose together. During a game, when two rules contradict each other, the rule with the higher priority takes precedence.

## IV • GAME SETUP

Every game of MYTHIC BATTLES: PANTHEON is set up according to the game mode selected by the players: Skirmish and Adventure are player vs. player modes covered in the main rule book, while Cooperative Campaign and Nemesis Skirmish are player vs. the game itself and are covered in this rule book.

## A • COOPERATIVE CAMPAIGN

### I • SCENARIO CHOICE

If playing a campaign, players begin with the first scenario. Players may also choose to play it as a stand-alone scenario using the special rules found in the scenario.

### 2 • RECRUITMENT

The scenario will indicate whether the recruitment process for players is Draft Pool or Limited. The Nemesis process is always Limited.

**Draft Pool -** Players use the draft system to build their initial army using the recruitment points provided in the first scenario. These units are also added to the Draft Pool, which carries over to subsequent scenarios in the campaign. Players may only choose units from the Draft Pool to build their armies. Units in the Draft Pool are not bound to specific players. As players progress through the campaign, they will gain recruitment points to add units to their Draft Pool.

**Limited -** The armies are dictated by the scenario.

### 3 • TURN ORDER

For multiplayer games, players must determine their turn order before the game begins. This turn order cannot be changed for the rest of the game.

The game starts with a player's turn (player's choice). Every time a player's turn ends, Nemesis activates.

In a single player game, the turn order is:

- Player 1 > Nemesis

In a multiplayer game, the turn order is:

- Player 1 > Nemesis
- Player 2 > Nemesis
- Player 3 > Nemesis

### B • NEMESIS SKIRMISH

#### I • NEMESIS CHOICE

The player chooses which god to battle and selects one of their armies from the preconstructed list.

#### 2 • BOARD CHOICE

The player chooses which board to play on and which side of the board they will deploy on.

## 3. RECRUITMENT

The player may draft any units not currently in the opponent's army. They are limited to the recruitment points allowed in the Solo Skirmish scenario rules.

- **Restricted Draft (Optional)** - When a player drafts a unit, roll a die. On a 0-1, that unit is unavailable.
- **Limited Draft (Optional)** - Using the draft cards, players are limited to a draft pool of 5 random divinities and 40 RP worth of Monsters/Heroes/Troops.

## 4. TABLE SETUP

After the player builds their deck, build the deck for Nemesis by shuffling together all the unit cards, all art of war cards provided by units, plus three additional art of war cards. Place the deck near the area with the Nemesis dashboards.

Follow the standard setup for the gameboard by placing any required 3d elements and Troop units.

## V. PLAYING THE GAME

Solo/Cooperative Mode is played in a series of rounds. During each round, a player takes a turn followed by a Nemesis turn. The round starts with the lead player's turn, and continues clockwise around the table until each player/Nemesis turn has occurred. If all of a player's units are eliminated from play, the player's turn (and subsequent Nemesis turn) is skipped.

## A. PLAYER TURN SEQUENCE

The player turn sequence is identical to Skirmish or Adventure Mode.

## B. TROOP RECALL

### Players

A player cannot recall a Troop unless that player controls a Divinity (or certain Heroes such as Circe). A Divinity can not recall allied Troops owned by other players. In addition, Troops are never considered a Destroyed Unit, even if there is no Divinity to recall them.

### Nemesis

- Troop recalls happen at the end of the Nemesis' turn if an Art of War/Omphalos card was drawn during the turn, the Troop is not at full vitality, AND the Nemesis divinity is on the game board.

- An asterisk (\*) indicates which Troop will be recalled. If a Troop unit does not have an asterisk, it is considered a Destroyed Unit when killed.
- Troops associated with a specific unit (Circe, etc.) are recalled according to the rules in the appendix.

## C. ACTIVATION LIMIT

Players and Nemesis may activate a maximum of 2 different units from their own army in each of their turns. Although a player's unit cannot activate more than once per turn, Nemesis units are allowed to activate twice per turn.

## D. DECK

### When a player's deck runs out:

1. Only THAT player shuffles their discard pile to form a new deck.
2. If necessary, THAT player draws a card (or cards) in order to have a hand of 3 cards.
3. Add an Art of War card to the top of the Nemesis's deck so it is the first card drawn during the Nemesis's turn.

### When Nemesis's deck runs out:

1. Shuffle the Nemesis discard pile to form a new deck. Do not include any Destroyed units.

## E. DESTROYING DIVINE STONES

Nemesis treats Divine Stones differently than players. Instead of the divinity absorbing Divine Stones, Nemesis units destroy them. Any Nemesis unit can destroy a Divine Stone, but to do so requires a Complex Action. No roll is required, and even a unit with an Offense Value of 0 can destroy a Divine Stone.

When a Nemesis unit activates in an area without a Divine Stone, it will move towards the nearest Divine Stone if it is unable to attack a Player unit. It will use a Walk action if it can reach the desired area, or a Run action if it cannot. (See **Gem Collector** for exceptions.)

When a Nemesis unit activates in an area with a Divine Stone, use the Targeting Priority to determine if the unit destroys the Divine Stone.

### When Nemesis destroys an Omphalos:

1. Add an Omphalos card to the top of the Nemesis deck.

### When Nemesis draws an Omphalos card:

1. All injured Nemesis units regain 1 health.
2. Nemesis gets a second activation.
3. Nemesis performs a Troop recall at the end of the activation.

## F• NEMESIS TURN SEQUENCE

Nemesis takes a turn after each player. Draw one card from the Nemesis deck.

- If it is an activation card for a Destroyed Unit, remove the card from the game and draw a replacement card.
- If it is an activation card for a Living Unit, activate the unit following the Activation Rules.
- If it is an Art of War/Omphalos card, the Nemesis will activate 2 units this turn (and may also Recall a unit depending on the scenario).
  - » Draw a card and activate the 1st unit
  - » Draw another card to activate the 2nd unit
  - » If a second Art of War/Omphalos card is drawn, discard it and draw a replacement card.

## G• NEMESIS ACTIVATION RULES

Players must take the time to evaluate the Nemesis unit's options by reviewing their Talents, Powers, Move, and Range stats. By following the rules below, the Nemesis units will act aggressively but not necessarily wisely. Players should use this to their advantage, especially since these modified rules make the Nemesis more powerful than a human player.

1. Determine all of the Player units the activating unit can possibly attack (by using Ranged, Melee, Walk, Climb, or Powers).
- ♦ **Area Attack (Multiple Targets)** - If the activating unit has an Area attack and can use it to attack multiple units, choose the location and attack that targets the MOST enemy units. Perform each attack in reverse order of the Targeting Priority (starting with 6 and ignoring 4).
  - Nemesis units do not require Art of War cards to use their powers.
  - Nemesis units do not suffer "friendly fire" from area attacks or power effects (Petrify, etc.).
- ♦ **Melee/Ranged Attack** - If the activating unit cannot attack multiple enemy units, use the Targeting Priority to perform a Melee or Ranged attack.
- ♦ **Area Attack (Single Target)** - If the unit cannot perform a Melee or Ranged attack, use the Targeting Priority to perform an Area attack power against a single unit.
2. If the activating unit cannot attack any enemy units, or has an Offense Value of 0, it will Walk or Run towards the nearest Divine Stone (see Destroying Divine Stones).

## H• NEMESIS ATTACK RESOLUTION

When a Nemesis unit attacks, proceed as follows:

1. Roll the dice for the attacking Nemesis unit
2. If the attack is against a unit with a defense of 6 or less, optimize the results to reach that number.
3. Otherwise, get as many 5s as possible from the first assault and retain any unused spare dice to boost the totals in the second.
4. In the second assault, get as many wounding hits as possible.

## I• NEMESIS TARGETING PRIORITY

When choosing a Target, Nemesis unit will always choose based on the list below, with Player divinities (if applicable) being the highest priority.

1. Player Divinity with the lowest defense.
2. Hero or Monster with the lowest defense who is carrying an Omphalos.
3. Troop with the lowest defense who is carrying an Omphalos.
4. Destroy unclaimed Omphalos in its area.
5. Hero or Monster with the lowest defense.
6. Troop with the lowest defense.

### How to Handle Decisions

If there is a tie between multiple Target units at the same priority level (for example, two heroes with 7 defense), or if there are multiple destination zones for movement, Nemesis will choose the one that enables it to take advantage of Talents (such as Block, Torment, Force of Nature, Leader, or the attack bonus from an elevated area).

If this does not resolve the decision, Nemesis will choose the one that enables it to take advantage of Terrain (Rock, Forest, Ruins).

If this does not resolve the tie, the player may select the choice that is most beneficial to them.

## J• ADDITIONAL DECISIONS

Sometimes the players must make a decision for Nemesis units that is not covered in these rules. In these circumstances, the players may select the choice that is most beneficial to them.

## VI • TALENTS

### ARCHER, BOLSTER, CLOSE COMBAT, CLOSE PROTECTION, PHALANX, SNEAK ATTACK, TORMENT

Nemesis units will position themselves to take advantage of these Talents if possible, unless this prevents them from making an area attack against the largest number of units or attacking their chosen Target.

### BLOCK

Nemesis units with Block will move into the zone with their Target if possible (unless that prevents them from making an area attack against the largest number of units). Nemesis units without Block will avoid zones where they would suffer from Block unless a) there is no other way to attack their chosen Target, or b) entering the area provides them with an offensive or defensive bonus and there are no other areas that would provide an offensive or defensive bonus.

### CLIMB

Nemesis units with Climb must take into account the extended reach when determining Player units to attack. Nemesis units will take advantage of the attack bonus from elevated zones if possible (unless the Block or Torment rules come into play).

### FORCE OF NATURE

Nemesis units with this Talent will use Force of Nature whenever possible.

### GEM COLLECTOR

Nemesis units with Gem Collector who are targeting, and moving towards, an area with a Divine Stone will use this Talent from an adjacent area rather than enter the area with the Divine Stone. After moving and claiming the Divine Stone, this unit will immediately drop it.

### INITIATIVE

Nemesis will not use this Talent unless otherwise indicated in a scenario or the appendix.

### GUARD

A Nemesis Troop with this Talent will use it to guard their divinity or associated unit (Circe, etc.). Non-troop units do not use this talent.

### LEADER

If a Nemesis unit with Leader shares an area with a friendly Troop at any point during its activation, activate the Troop after the unit finishes activating. No card is required for this Troop activation, and it does not count towards the Nemesis activation limit.

### MOBILITY

Nemesis units with this Talent will move away from the area with their Target (if possible) after they attack.

### MONSTER SLAYER

Nemesis units with this Talent will reroll the 2 lowest numbers unless they are 5s.

### MIGHTY THROW

A Nemesis unit will only use Mighty Throw in the following circumstances:

- If the target has Guard.
- If their target is carrying an Omphalos.

In either case, if the Nemesis unit rolls such that Mighty Throw is possible, it will throw the unit one zone closer to the player starting zones (if possible). If multiple zones exist, choose one that does not give an Offensive or Defensive bonus. If multiple zones meet this criteria, choose one that is empty. If none are empty, or multiple are empty, the player may choose.



## VII• POWERS

Many of the powers work the same for players and Nemesis. Other powers, however, are either modified or ignored based on these modified rules. A complete list of units and their powers are listed in the appendix.

Nemesis Powers do NOT require Art of War cards.

## VIII• TERRAIN

### Rock

When choosing a Target or Targets, a Nemesis unit with Climb will enter a Rock zone if it enables the unit to reach its Target or roll additional dice for its attack (unless the Block or Torment rules come into play).

### FOREST, RUINS, STAIRS, CAGE

When moving towards its Target, if a Nemesis unit has a choice between entering a zone with a defensive bonus and one without, it will choose the zone with the defensive bonus.

### LAVA

Nemesis units that are not Fireproof will avoid Lava unless there is no other option to reach their Target. If they enter Lava, they will exit in the direction of their intended destination.

### SWAMPS, WATER

Nemesis units that are not Aquatic will avoid Swamps and Water unless there is no other option to reach their Target.

### POLAR

Nemesis units that are not Boreal will avoid Polar zones unless there is no other option to reach their Target.





# SCENARIO 1

# A DESPERATE GAMBIT

BOARD:

OLYMPUS IN RUINS

*Monsters roam the lands, and the gods no longer heed our prayers. Some say the gods have abandoned us, while others claim they are so weakened that they cannot answer our pleas for aid.*

*Scouts have reported a cluster of those glowing spheres in the old ruins to the north. Wisdom says to avoid those areas, since they seem to be a beacon for vile creatures and their infernal minions. But we are running out of options.*

*Perhaps if we can gather enough of those Omphalos, the gods will consider us worthy enough to aid. And if they are too weak, as the naysayers claim, then perhaps these spheres can help them reclaim their former glory.*

## SETUP

Place the Nemesis units in the areas on the map as indicated. The Nemesis units include: Python, Dragon of Thebes, Lycaon, Infernal Warriors, and Infernal Hounds.

Zones with the or icons are the player deployment zones.

The zones with the icons are where the players must gather Omphalos as offerings to the gods.



## VICTORY

THE PLAYERS WIN IF AT ANY TIME THE ZONES WITH THE ICON CONTAIN 4 OMPHALOS OR IF ALL NEMESIS UNITS ARE DESTROYED.

THE PLAYERS LOSE IF ALL THEIR UNITS ARE KILLED OR THEY ARE UNABLE TO ACCOMPLISH THE VICTORY CONDITION.



## FORCES



For this campaign, the players are limited to the units listed here. Each player drafts their starting army. Drafted units are entered into the Draft Pool, which are available for the rest of the campaign.



Player 1

3 RP for recruiting a Hero or Heroes and 2 RP for recruiting Troops.



Player 2

3 RP for recruiting a Hero or Heroes and 2 RP for recruiting Troops.



Player 3

3 RP for recruiting a Hero or Heroes and 2 RP for recruiting Troops.

### 1 • HEROES

Achilles	Eurytion	Leonidas
Aegisthus	Eurytos	Odysseus
Atalanta	Hector	
Bellerophon	Heracles	
Cecrops	Hippolyta	
Circe	Jason	

### 2 • TROOPS

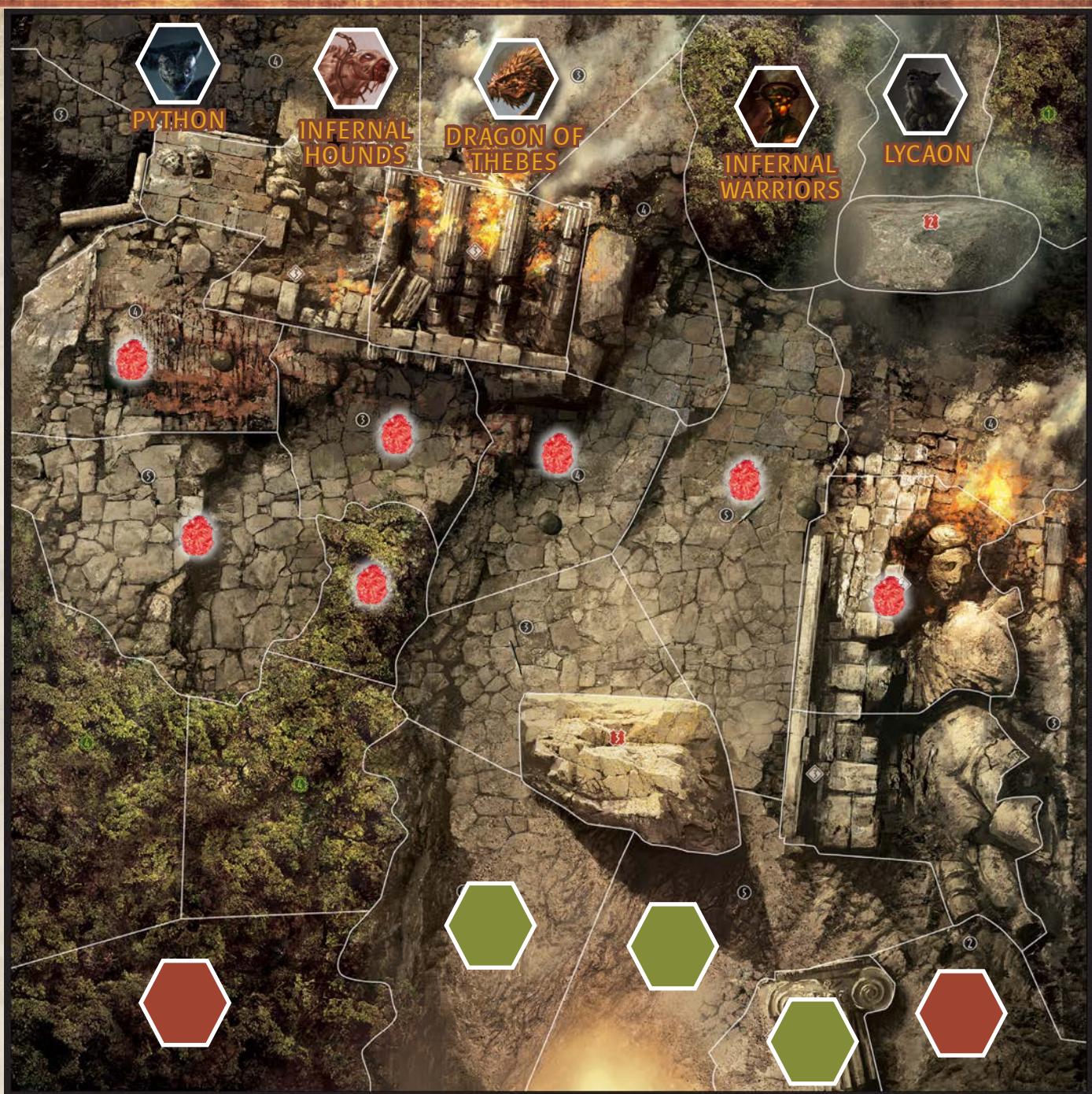
Amazons	Hoplites	Spartans
Toxotai	Centaurs	Giant Wolves*
Myrmydons	Argonauts	

### 3 • MONSTERS

Echidna	Orion
---------	-------

### 4 • GODS

Athena	Hades	Zeus
Artemis	Persephone	



## OMPHALOS

Nemesis units are bloodthirsty and will not attempt to destroy Omphalos in this scenario.

## EPILOGUE

### IF THE PLAYERS WIN THE SCENARIO

At least one of the gods has taken notice of your deeds, either for good or ill. The players gain 8 Recruitment Points that may be spent to draft additional **Heroes** or **Troops** into the Draft Pool for future scenarios.

### IF THE PLAYERS LOSE THE SCENARIO

The gods ignore your efforts, but word of your courage reaches the nearby village. The players gain 4 Recruitment Points that may be spent to draft additional **Heroes** or **Troops** into the Draft Pool for future scenarios.

## CAMPAIGN



### SCENARIO 2

# THE HEART OF CERBERUS

BOARD:

STYX RIVER

*The monsters are getting bolder. No settlements are safe anymore. Cerberus, the guardian of the underworld, seems to be the smartest and the most vicious. Scouts followed the beast to its lair, which is none other than the ruins of Hades itself.*

*The elders have suggested slaying Cerberus and burning its heart on an altar in sacrifice to Zeus. Perhaps then the gods will come to our aid!*

*Although we don't know who controls the vile creature lurking in the depths, surly Cerberus is being guided by a powerful entity who has taken up residence in the Underworld. We must be careful!*

Players must have 3 decks. Build these decks by selecting any number of units from the Draft Pool. Players must agree on how to divide the units.

## SETUP

Nemesis units are placed on the map as indicated except for Apollo, who must deploy as usual. Nemesis units include: Apollo, Cerberus, Hydra, Infernal Warriors, and Infernal Hounds\*.

Zones with the icons are the player deployment zones.

Shuffle the 1-4 tokens and place them randomly on the board as indicated.



## VICTORY

THE PLAYERS WIN IF THEY BURN THE HEART OF CERBERUS.

THE PLAYERS LOSE IF ALL THEIR UNITS ARE KILLED OR THEY ARE PHYSICALLY UNABLE TO ACCOMPLISH THE VICTORY CONDITION.

## EPILOGUE

### IF THE PLAYERS WIN THE SCENARIO

Zeus approves of the offering. The players gain 6 Recruitment Points that may be spent to draft a God, Heroes or Troops into the Draft Pool for future scenarios.

### IF THE PLAYERS LOSE THE SCENARIO

Zeus does not reward failure. Or else he doesn't even notice. In any case, your efforts are still inspiring warriors to your cause. The players gain 6 Recruitment Points that may be spent to draft additional Heroes or Troops into the Draft Pool for future scenarios.



## NON-CAMPAIN

Each player drafts their army according the list below from the units listed in scenario 1 - A Desperate Gambit. In addition, they have 6 recruitment points that they can divide and spend as they choose on Heroes and Troops.



Player 1

3 RP for recruiting a Hero or Heroes and 2 RP for recruiting Troops.



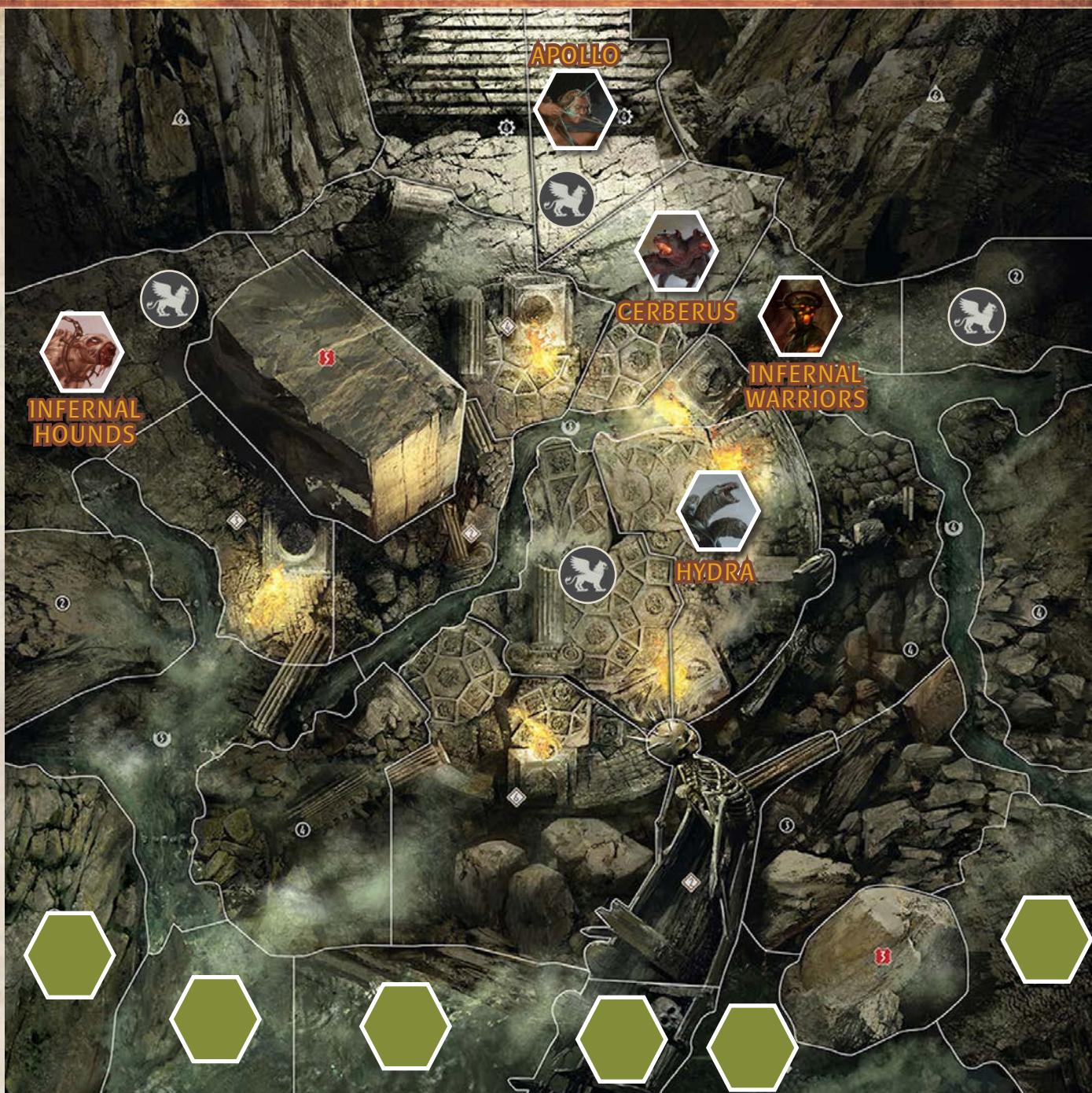
Player 2

3 RP for recruiting a Hero or Heroes and 2 RP for recruiting Troops.



Player 3

3 RP for recruiting a Hero or Heroes and 2 RP for recruiting Troops.



## SPECIAL RULES

### APOLLO

Apollo does not move. If attacked with a Range 0 attack, Apollo will always Retaliate with Initiative and without playing an activation card. He uses Apollo's Lyre and Golden Arrows (if possible) every activation. Remember, Nemesis units can use their Powers without playing an Art of War card. If Apollo is killed, immediately return him the game board in his starting zone.

### CERBERUS

When Cerberus dies, place an Omphalos in the zone where he died to represent the Heart of Cerberus.

### BURIED ALTAR

The tokens represent piles of rubble. To clear a rubble pile, a player unit in the zone with a rubble pile may attack it. Rubble piles have 6 armor and 3 vitality. Once cleared, flip the token. If the token has 1 on the back, the players have found the altar.

### BURNING HEART

If at any point the Heart of Cerberus is in the same zone as the altar and there are no Nemesis units in the zone, the Heart of Cerberus is burned.

## CAMPAGNA



### SCENARIO 3 THE INFERNAL RACE

BOARD:

TARTARUS

We've gotten word that there are powerful stones deep beneath Hades, in the Hell known as Tartarus. Whoever is trying to prevent Zeus from returning to his former glory has sent his fastest monsters to destroy those divine stones.

We cannot let that happen!

With luck, we can reach Tartarus before those fiends, and then we can collapse the ceiling on them.

Players must have 3 decks. Build these decks by selecting any number of units from the Draft Pool. Players must agree on how to divide the units.

## SETUP

Nemesis units are placed on the map as indicated. Nemesis units include: Arachne, Campe, Griffon, Phoenix, Giant Spiders\*.

Zones with the icons are the player deployment zones.

Shuffle numbers 1-8 of the tokens and randomly place 4 of them facedown on the board as indicated.



## VICTORY

THE PLAYERS WIN IF THEY DESTROY PILLARS WITH A COLLECTIVE VALUE OF 10.

THE PLAYERS LOSE IF ALL THEIR UNITS ARE KILLED OR ALL 3 OMPHALOS ARE DESTROYED.

## EPILOGUE

### IF THE PLAYERS WIN THE SCENARIO

Zeus is able to recover the divine stones. The players gain 12 Recruitment Points that may be spent to draft Gods, Monsters, Heroes or Troops into the Draft Pool for future scenarios.

### IF THE PLAYERS LOSE THE SCENARIO

Zeus is weakened, but at the point fully supports your cause. The players gain 12 Recruitment Points that may be spent to draft additional Heroes, Monsters, Troops, and up to 1 God into the Draft Pool for future scenarios.



## NON-CAMPAGNA

Each player drafts their army according the list below from the units listed in scenario 1 - A Desperate Gambit. In addition, they have 12 recruitment points that they can divide and spend as they choose on Heroes, Troops, and up to 1 God.



Player 1

3 RP for recruiting a Hero or Heroes and 2 RP for recruiting Troops.



Player 2

3 RP for recruiting a Hero or Heroes and 2 RP for recruiting Troops.



Player 3

3 RP for recruiting a Hero or Heroes and 2 RP for recruiting Troops.



## SPECIAL RULES

### CURSED CHAINS

Nemesis units cannot Walk, Run, Fly, Attack, or use Gem Collector across the Chain boundary border, even if they have Climb.

### PILLARS

The tokens represent pillars. To destroy a pillar, a player unit in the zone with a pillar may attack it. Pillars have 8 armor and 2 vitality. To destroy a pillar, vitality must be reduced to 0 with a single attack.



# SOLO SKIRMISH

*Since the fall of Olympus, there has been nothing but battle. Gods and Titans roam the shattered lands, each gathering warriors of all races to their side in order to acquire as much omphalos as they can, and carve out an empire for themselves.*

*While most of the few mortal survivors struggle to eke out a tenuous survival amid the chaos, the legends of old stride into battle once more. For the first time in generations, fabled monsters prowl the night, and these legendary heroes will have to recreate their famous exploits to defeat once more the monsters they had thought long-vanquished.*

*This is the story of one such skirmish.*

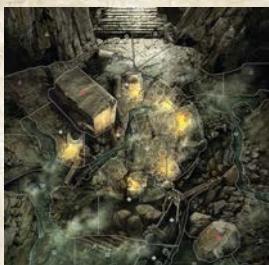
## Boards

The Skirmish scenarios can be played on any board. The following maps show the different setups on the four boards in the core box. The divine stones are placed as indicated on the maps.

Place a the number of trees per forest area equal to the area's capacity divided by two and rounded up. Place 1 ruined column in each ruins area.



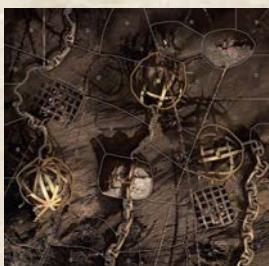
OLYMPUS IN RUINS



STYX RIVER



MINOS' LABYRINTH



TARTARUS



## FORCES



The player first chooses which Nemesis army to battle using the Solo Skirmish Armies chart.

Then the player recruits forces for their own army per the standard rules except for units in the Nemesis' force.



1 Player: 18 RP

## DEPLOYMENT

The numbers in the hexagons correspond to the same numbered unit in the selected Nemesis army. When that unit is deployed during play, place unit #1 in the area with hexagon 1, etc.

Place Nemesis Troop units in their assigned deployment areas.

After this is done, the Player places any of their Troop units in the deployment areas shown on the game board.



## VICTORY

**THERE ARE TWO WAYS TO WIN A SOLO SKIRMISH. WHEN ONE OF THESE IS TRUE, THE GAME ENDS IMMEDIATELY. EITHER:**

- **WHEN ALL NEMESIS UNITS HAVE BEEN DESTROYED, THE PLAYER WINS.**
- **WHEN THE PLAYER'S DIVINITY ABSORBS A FOURTH DIVINE STONE, THE PLAYER WINS.**

## DEFEAT

**THERE ARE TWO WAYS TO LOSE A SOLO SKIRMISH.**

- **WHEN THE PLAYER'S DIVINITY IS DESTROYED, THE PLAYER LOSES.**
- **WHEN NEMESIS DESTROYS THE FOURTH DIVINE STONE, THE PLAYER LOSES.**



# PARTNER SKIRMISH

*Since the fall of Olympus, there has been nothing but battle. Gods and Titans roam the shattered lands, each gathering warriors of all races to their side in order to acquire as much omphalos as they can, and carve out an empire for themselves.*

*While most of the few mortal survivors struggle to eke out a tenuous survival amid the chaos, the legends of old stride into battle once more. For the first time in generations, fabled monsters prowl the night, and these legendary heroes will have to recreate their famous exploits to defeat once more the monsters they had thought long-vanquished.*

*This is the story of one such skirmish.*

## Boards

The Skirmish scenarios can be played on any board. The following maps show the different setups on the four boards in the core box. The divine stones are placed as indicated on the maps.

Place a the number of trees per forest area equal to the area's capacity divided by two and rounded up. Place 1 ruined column in each ruins area.



OLYMPUS IN RUINS



STYX RIVER



MINOS' LABYRINTH



TARTARUS



## FORCES



The players first choose which Nemesis army to battle using the Solo Skirmish Armies chart.

Then the players recruits forces for their own army per the standard rules except for units in the Nemesis' force.



Player 1: 14 RP



Player 2: 14 RP

## DEPLOYMENT

The numbers in the hexagons correspond to the same numbered unit in the selected Nemesis army. When that unit is deployed during play, place unit #1 in the area with hexagon 1, etc.

Place Nemesis Troop units in their assigned deployment areas.

After this is done, the Players place any of their Troop units in the deployment areas shown on the game board.



## VICTORY

THERE ARE TWO WAYS TO WIN A PARTNER SKIRMISH. WHEN ONE OF THESE IS TRUE, THE GAME ENDS IMMEDIATELY. EITHER:

- WHEN ALL NEMESIS UNITS HAVE BEEN DESTROYED, THE PLAYERS WIN.
- WHEN THE PLAYERS' DIVINITIES ABSORB A FOURTH DIVINE STONE, THE PLAYERS WINS.

## DEFEAT

THERE ARE TWO WAYS TO LOSE A PARTNER SKIRMISH.

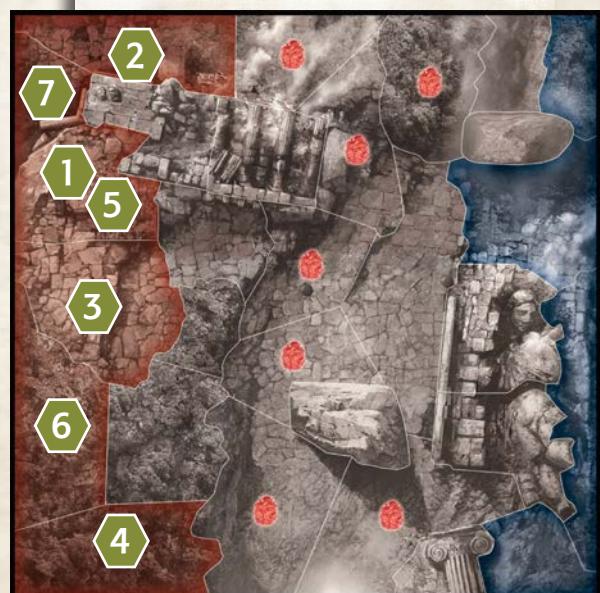
- WHEN ONE PLAYER'S DIVINITY IS DESTROYED, BOTH PLAYERS LOSE.
- WHEN NEMESIS DESTROYS THE FOURTH DIVINE STONE, THE PLAYERS LOSE.

# OLYMPUS IN RUINS

SETUP A



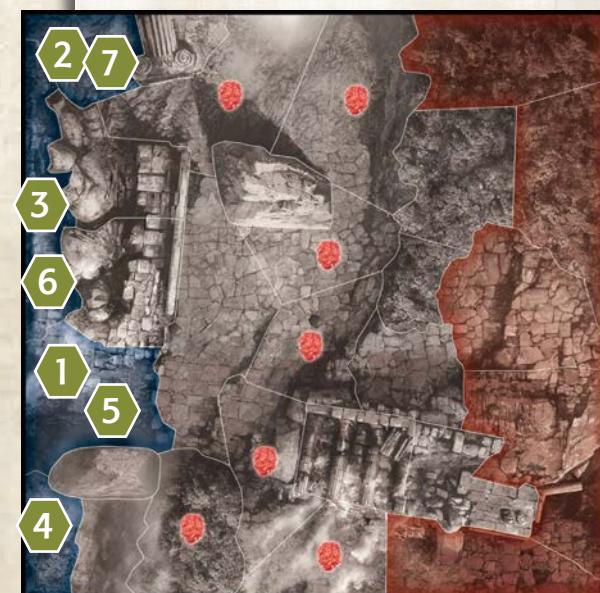
SETUP B



SETUP C



SETUP D



I



I

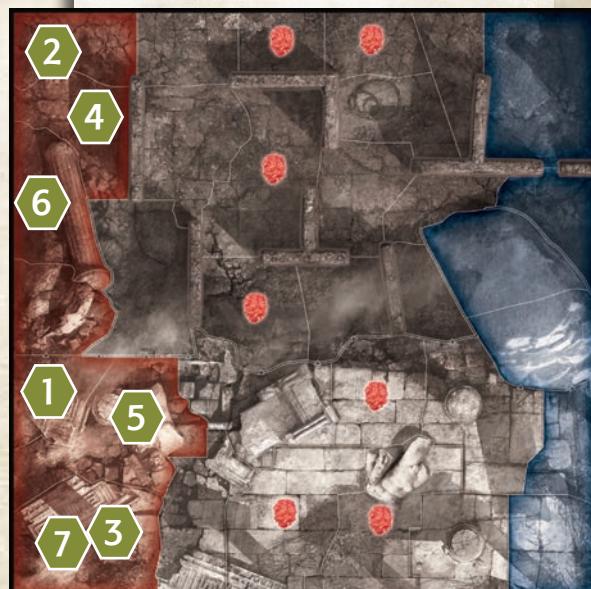


# M1NOS' LABYRINTH

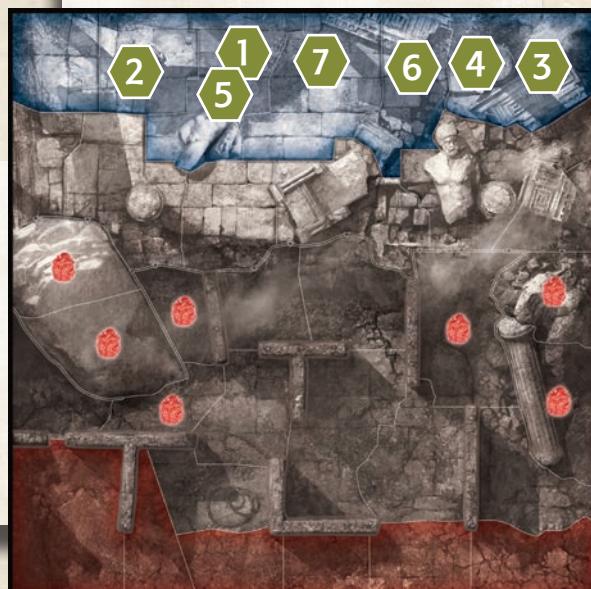
SETUP A



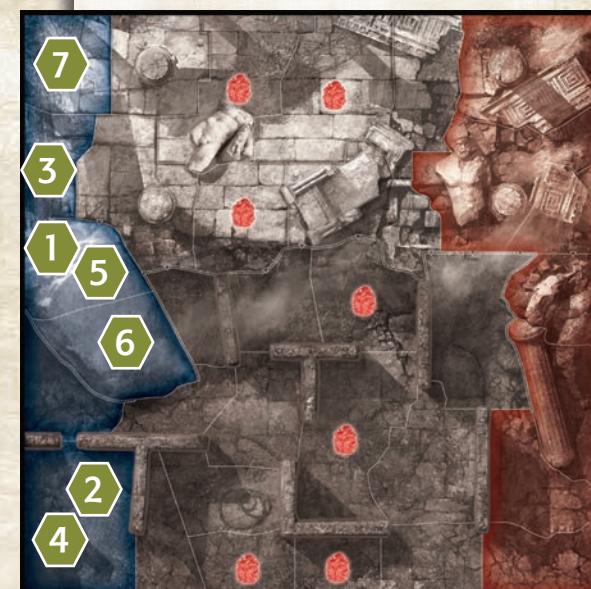
SETUP B



SETUP C



SETUP D



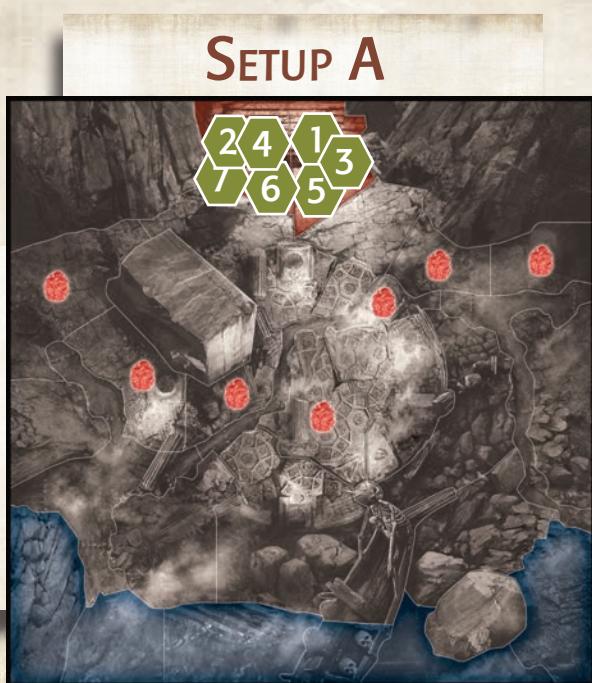
# STYX RIVER

SETUP A

2 4 1  
7 6 5 3



I



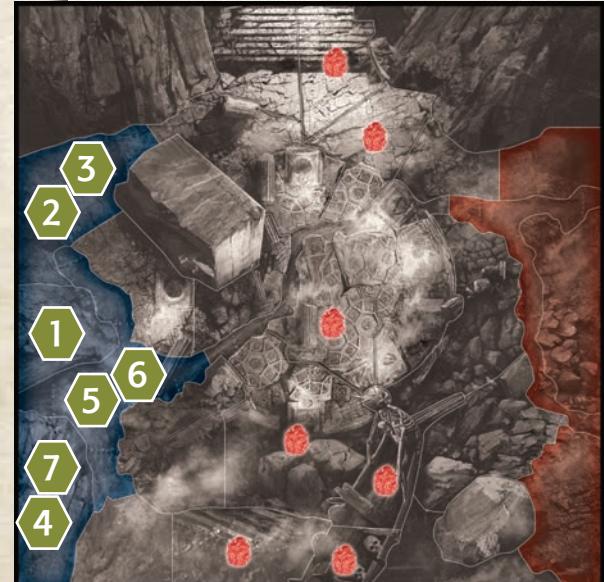
SETUP B

3  
4  
1  
6  
2  
7 5

SETUP C



SETUP D



# TARTARUS

SETUP A



SETUP B



SETUP C



SETUP D



I

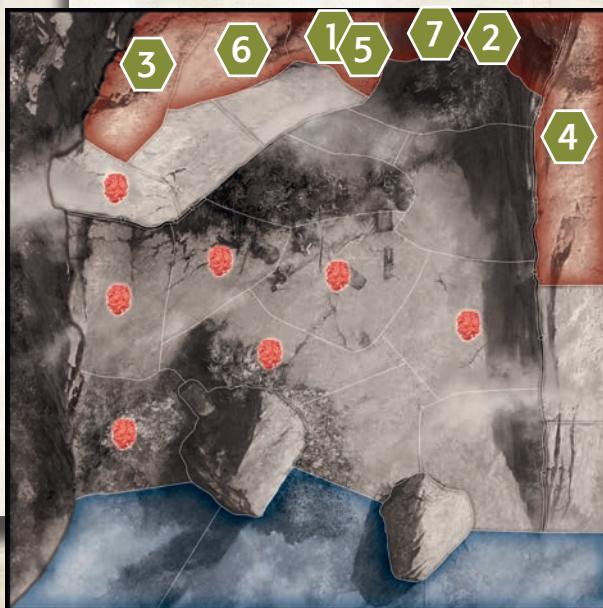


I



# TERMOPOYLAE

SETUP A



SETUP B



SETUP C



SETUP D







# NEMESIS ARMIES



BEGINNER ◀

APHRODITE

► ADVANCED

Army 1

1. Aphrodite
2. Campe
3. Eurytion
4. Minotaur
5. Hoplites\*
6. Infernal Warriors

Army 2

1. Aphrodite
2. Dragon of Thebes
3. Eurytos
4. Atalanta
5. Hoplites\*
6. Infernal Hounds

Army 3

1. Aphrodite
2. Hydra
3. Medusa
4. Jason
5. Spartans\*
6. Centaurs

Army 4

1. Aphrodite
2. Cerberus
3. Hercules
4. Aegisthus
5. Hoplites\*
6. Marsyas

Army 5

1. Aphrodite
2. Griffon
3. Medusa
4. Cecrops
5. Hoplites\*
6. Circe
7. Circe's Wolves

Army 6

1. Aphrodite
2. Nemean Lion
3. Bellerophon
4. Achilles
5. Medea

BEGINNER ◀

APOLLO

► ADVANCED

Army 1

1. Apollo
2. Tityos
3. Odysseus
4. Lycaon
5. Toxotai\*
6. Spartans

Army 2

1. Apollo
2. Orion
3. Hector
4. Circe
5. Hoplites\*
6. Amazons
7. Circe's Wolves

Army 3

1. Apollo
2. Colchidian Dragon
3. Phœnix
4. Cecrops
5. Argonauts\*
6. Infernal Artillerymen

Army 4

1. Apollo
2. Stentho
3. Lycaon
4. Belleraphon
5. Spartans\*
6. Infernal Hounds\*

Army 5

1. Apollo
2. Python
3. Heracles
4. Campe
5. Eurytos

Army 6

1. Apollo
2. Cerberus
3. Orion
4. Jason
5. Hoplites\*
6. Echo

BEGINNER ◀

ARES

► ADVANCED

Army 1

1. Ares
2. Medusa
3. Eurytion
4. Eurytos
5. Infernal Warriors
6. Amazons\*

Army 2

1. Ares
2. Minotaur
3. Python
4. Cecrops
5. Hoplites\*
6. Infernal Hounds

Army 3

1. Ares
2. Griffon
3. Heracles
4. Hector
5. Argonauts\*

Army 4

1. Ares
2. Campe
3. Cerberus
4. Infernal Artillerymen\*
5. Achilles

Army 5

1. Ares
2. Nemean Lion
3. Jason
4. Colchidian Dragon
5. Atalanta

Army 6

1. Ares
2. Hydra
3. Python
4. Lycaon
5. Achilles

BEGINNER ◀

ARTEMIS

► ADVANCED

Army 1

1. Artemis
2. Stethno
3. Hector
4. Circe
5. Hounds of Artemis\*
6. Campe
7. Circe's Wolves

Army 2

1. Artemis
2. Belleraphon
3. Cecrops
4. Lycaon
5. Hoplites\*
6. Hounds of Artemis

Army 3

1. Artemis
2. Eurytos
3. Colchidian Dragon
4. Atalanta
5. Medea
6. Amazons\*
7. Hounds of Artemis

Army 4

1. Artemis
2. Griffon
3. Aegisthus
4. Jason
5. Hounds of Artemis\*
6. Medusa

Army 5

1. Artemis
2. Echidna
3. Cerberus
4. Achilles
5. Hounds of Artemis\*

Army 6

1. Artemis
2. Orpheus
3. Python
4. Hydra
5. Icarus
6. Hounds of Artemis\*
7. Eurytos

# NEMESIS ARMIES

BEGINNER

ATHENA

ADVANCED

<u>Army 1</u>
1. Athena
2. Leonidas
3. Minotaur
4. Hector
5. Spartans*
6. Infernal Artillerymen

<u>Army 2</u>
1. Athena
2. Hydra
3. Cecrops
4. Hippolyta
5. Centaurs*
6. Echo

<u>Army 3</u>
1. Athena
2. Nemean Lion
3. Eurytion
4. Campe
5. Hoplites*
6. Toxotai

<u>Army 4</u>
1. Athena
2. Python
3. Achilles
4. Phoenix
5. Argonauts*
6. Icarus

<u>Army 5</u>
1. Athena
2. Stethno
3. Medusa
4. Eurytos
5. Heracles

<u>Army 6</u>
1. Athena
2. Orion
3. Lycaon
4. Bellerophon
5. Aegisthus

BEGINNER

HADES

ADVANCED

<u>Army 1</u>
1. Hades
2. Phoenix
3. Stethno
4. Aegisthus
5. Echo
6. Centaurs*
7. Myrmidons

<u>Army 2</u>
1. Hades
2. Achilles
3. Circe
4. Arachne
5. Giant Spiders*
6. Lycaon
7. Circe's Wolves

<u>Army 3</u>
1. Hades
2. Bellerophon
3. Hydra
4. Marsyas
5. Hoplites*
6. Infernal Hounds

<u>Army 4</u>
1. Hades
2. Medusa
3. Dragon of Thebes
4. Hector
5. Spartans*
6. Infernal Artillerymen

<u>Army 5</u>
1. Hades
2. Griffon
3. Campe
4. Python
5. Jason
6. Argonauts*

<u>Army 6</u>
1. Hades
2. Echidna
3. Heracles
4. Aegisthus
5. Toxotai*
6. Infernal Hounds

BEGINNER

HECATE

ADVANCED

<u>Army 1</u>
1. Hecate
2. Cerberus
3. Hippolyta
4. Circe
5. Hoplites*
6. Lycaon
7. Circe's Wolves

<u>Army 2</u>
1. Hecate
2. Cecrops
3. Minotaur
4. Hector
5. Centaurs*
6. Amazons

<u>Army 3</u>
1. Hecate
2. Odysseus
3. Colchidian
Dragon
4. Eurytos
5. Infernal Warriors*
6. Icarus

<u>Army 4</u>
1. Hecate
2. Arachne
3. Achilles
4. Python
5. Giant Spiders*
6. Medea

<u>Army 5</u>
1. Hecate
2. Nemean Lion
3. Tityos
4. Orpheus
5. Heracles

<u>Army 6</u>
1. Hecate
2. Leonidas
3. Griffon
4. Bellerophon
5. Hoplites*

BEGINNER

HELIOS

ADVANCED

<u>Army 1</u>
1. Helios
2. Eurytion
3. Orion
4. Hippolyta
5. Infernal Hounds
6. Toxotai*

<u>Army 2</u>
---------------

<u>Army 3</u>
---------------

<u>Army 4</u>
---------------

<u>Army 5</u>
---------------

<u>Army 6</u>
---------------

# NEMESIS ARMIES

BEGINNER ←

HERMES

→ ADVANCED

Army 1

1. Hermes
2. Hippolyta
3. Lycaon
4. Hector
5. Centaurs\*
6. Minotaur

Army 2

1. Hermes
2. Medusa
3. Jason
4. Circe
5. Circe's Wolves\*
6. Odysseus

Army 3

1. Hermes
2. Echidna
3. Eurytos
4. Python
5. Hoplites\*

Army 4

1. Hermes
2. Orion
3. Stethno
4. Heracles
5. Toxotai\*

Army 5

1. Hermes
2. Nemean Lion
3. Marysas
4. Belleraphon
5. Cecrops

Army 6

1. Hermes
2. Phoenix
3. Griffon
4. Icarus
5. Infernal Hounds\*
6. Achilles

BEGINNER ←

PAN

→ ADVANCED

Army 1

1. Pan
2. Aegisthus
3. Arachne
4. Orion
5. Giant Spiders
6. Satyrs\*
7. Orpheus

Army 2

1. Pan
2. Cecrops
3. Eurytion
4. Nemean Lion
5. Amazons\*
6. Satyrs

Army 3

1. Pan
2. Jason
3. Cerberus
4. Echo
5. Satyrs\*
6. Dragon of Thebes

Army 4

1. Pan
2. Hydra
3. Tityos
4. Heracles
5. Satyrs\*

Army 5

1. Pan
2. Echidna
3. Eurytos
4. Medusa
5. Atalanta
6. Satyrs\*

Army 6

1. Pan
2. Griffon
3. Belleraphon
4. Colchidian Dragon
5. Satyrs\*

BEGINNER ←

PERSEPHONE

→ ADVANCED

Army 1

1. Persophone
2. Achilles
3. Circe
4. Hydra
5. Circe's Wolves\*
6. Toxotai

Army 2

1. Persophone
2. Eurytos
3. Orpheus
4. Tityos
5. Centaurs\*
6. Spartans

Army 3

1. Persophone
2. Arachne
3. Cecrops
4. Medusa
5. Hector
6. Giant Spiders\*

Army 4

1. Persophone
2. Python
3. Belleraphon
4. Lycaon
5. Myrmidons\*
6. Echo

Army 5

1. Persophone
2. Icarus
3. Echidna
4. Phoenix
5. Heracles

Army 6

1. Persophone
2. Stethno
3. Jason
4. Marsyas
5. Aegisthus
6. Cerberus

BEGINNER ←

ZEUS

→ ADVANCED

Army 1

1. Zeus
2. Eurytón
3. Minotaur
4. Leonidas
5. Centaurs\*
6. Hoplites

Army 2

1. Zeus
2. Orion
3. Hippolyta
4. Odysseus
5. Spartans\*
6. Infernal Artillerymen

Army 3

1. Zeus
2. Dragon of Thebes
3. Hector
4. Lycaon
5. Orpheus
6. Argonauts\*

Army 4

1. Zeus
2. Medusa
3. Python
4. Eurytos
5. Giant Spiders\*
6. Arachne

Army 5

1. Zeus
2. Achilles
3. Phoenix
4. Hydra
5. Orpheus

Army 6

1. Zeus
2. Nemean Lion
3. Heracles
4. Griffon
5. Marsyas



# ADD-ON ARMIES

BEGINNER ↙

TROJAN WAR

↗ ADVANCED

Army 1

1. Hades
2. Ajax
3. Paris
4. Lycaon
5. Myrmidons\*
6. Infernal Hounds
7. Centaurs

Army 2

1. Hecate
2. Ajax
3. Campe
4. Agamemnon
5. Argonauts\*

Army 3

1. Artemis
2. Paris
3. Eurytos
4. Nemean Lion
5. Hounds of Artemis\*
6. Medusa

Army 4

1. Aphrodite
2. Griffon
3. Penthesilea
4. Stheno
5. Infernal Warriors\*
6. Toxotai

Army 5

1. Zeus
2. Dragon of Thebes
3. Diomedes
4. Bellerophon
5. Spartans\*

Army 6

1. Ares
2. Python
3. Ajax
4. Agamemnon
5. Hoplites\*
6. Lycaon

BEGINNER ↙

ECHIDNA'S CHILDREN

↗ ADVANCED

Army 1

1. Hermes
2. Teumessian Fox
3. Basilisk
4. Orpheus
5. Hoplites\*
6. Lycaon

Army 2

1. Artemis
2. Chimera
3. Odysseus
4. Dragon of Thebes
5. Hounds of Artemis\*

Army 3

1. Athena
2. Basilisk
3. Chimera
4. Achilles
5. Centaurs

Army 4

1. Aphrodite
2. Orion
3. Teumessian Fox
4. Eurytos
5. Toxotai
6. Icarus

Army 5

1. Zeus
2. Echidna
3. Basilisk
4. Chimera
5. Echo
6. Graea

Army 6

1. Apollo
2. Bellerophon
3. Chimera
4. Basilisk
5. Hoplites

BEGINNER ↙

INFERNAL JUDGES

↗ ADVANCED

Army 1

1. Persephone
2. Python
3. Minos
4. Achilles
5. Hoplites\*

Army 2

1. Hermes
2. Lycaon
3. Aeacus
4. Circe
5. Circe's Wolves\*
6. Nemean Lion

Army 3

1. Ares
2. Dragon of Thebes
3. Rhadamanthus
4. Jason
5. Spartans\*
6. Myrmidons

Army 4

1. Zeus
2. Hydra
3. Griffon
4. Aeacus
5. Argonauts\*

Army 5

1. Helios
2. Minos
3. Aeacus
4. Bellerophon
5. Toxotai\*
6. Echo

Army 6

1. Aphrodite
2. Echidna
3. Rhadamanthus
4. Arachne
5. Giant Spiders\*
6. Medea

OEDIPUS/SPHINX

CORINTHIA

MANTICORE

Army 1

1. Pan
2. Sphynx
3. Achilles
4. Bellerophon
5. Satyrs\*

Army 2

1. Athena
2. Echidna
3. Oedipus
4. Hector
5. Spartans\*
6. Infernal Hounds

Army 1

1. Persephone
2. Typhon's Herald
3. Cecrops
4. Atalanta
5. Amazons\*
6. Campe

Army 2

1. Athena
2. Ketos
3. Odysseus
4. Tityos

Army 1

1. Helios
2. Manticore
3. Circe
4. Medea
5. Circe's Wolves\*
6. Minotaur

Army 2

1. Apollo
2. Python
3. Jason
4. Manticore
5. Spartans\*

# APPENDIX

This section provides clarifications on unit powers for the core box, stretch goal box, and small expansions. If a specific power is not mentioned, it works as usual.

## 1• DIVINITY POWERS

### Aphrodite

**Player:** **Irresistable** has no effect on the Nemesis.  
**Nemesis:** No Change.

### Apollo

**Player:** No Change.  
**Nemesis:** Apollo uses both **Golden Arrows** and **Apollo's Lyre** every activation (if applicable).

### Ares

**Player:** No Change.  
**Nemesis:** After Ares activates, determine if Ares' **Wrath** would affect 2 or more targets. If so, use it and Ares ends his turn. If not, use **Frenzy** instead. If **Frenzy** is used, search the deck for an Ares activation card, place it in the discard pile, and reshuffle the deck. If there is no Ares activation cards left in the deck, Ares cannot use **Frenzy**.

### Artemis

**Player:** No Change.  
**Nemesis:** No Change.

### Athena

**Player:** No Change.  
**Nemesis:** If Athena was the first unit activated during the Nemesis's turn, she uses **Strategist** to activate two additional units after her activation ends.

### Atlas

**Player:** No Change.  
**Nemesis:** No Change.

### Hades

**Player:** No Change.  
**Nemesis:** Use **Inferno** if it allows Hades to attack multiple units. **Soul Culling** allows Hades to regain lost vitality, but does not draw additional cards.

### Hecate

**Player:** No Change.  
**Nemesis:** No Change.

### Helios

**Player:** **Revealing Light** has no effect on the Nemesis.  
**Nemesis:** Helios will use the extra range from the **Whip of Helios** when evaluating Targeting Priority. Move the target into the same area as Helios if the **Whip of Helios** is required to attack the highest priority target.

### Hermes

**Player:** **Kerykeion** has no effect on the Nemesis.  
**Nemesis:** Hermes uses **Kerykeion** if any player has more than five cards in their hand. Kerykeion has no effect on the Nemesis.

### Pan

**Player:** No Change.  
**Nemesis:** Only use **Panic** if there is an area with 2 or more player units. If there is more than 1 area, choose the area with the most units. Nemesis units do not suffer the effects of the area attack, and do not count towards the effective offense. When the Satyr unit is destroyed, use a **Divine Shepherd** token to recall them.

### Persephone

**Player:** No Change.  
**Nemesis:** Persphone does not use **Spring Growth**. When **Queen of the Underworld** activates, the players must discard the top card of their deck, but the Nemesis does not draw a card.

### Zeus

**Player:** No Change.  
**Nemesis:** Zeus does not use **Partiarch**.

## 2• MONSTER POWERS

### Arache

**Player:** No Change.  
**Nemesis:** Use **Arachne's Web** only if 2 or more enemy units can be targeted. When an art of war card is drawn, also recall **Giant Spiders** if they are not at full vitality.

### Basilisk

*Player:* Petrify token is removed after the petrified unit's activation ends without needing to discard an art of war card.

*Nemesis:* Petrify is used before any Melee 0 attack. Place tokens in the order of Targeting Priority.

### Campe

*Player:* No Change.

*Nemesis:* At the end of every Campe activation, use Campe's Sting.

### Cerberus

*Player:* No Change.

*Nemesis:* Use Three Headed Bite instead of a standard Melee attack.

### Chimera

*Player:* No Change.

*Nemesis:* Always use Chimera's Bite and Fiery Breath if applicable.

### Colchidian Dragon

*Player:* No Change.

*Nemesis:* Vigilance is not used unless a scenario provides specific rules for retaliation.

### Dragon of Thebes

*Player:* No Change.

*Nemesis:* No Change.

### Echidna

*Player:* Echidna's Poison is removed after the poisoned unit's activation ends without needing to discard an art of war card.

*Nemesis:* No Change.

### Graeae

*Player:* Guardians of the Gorgon has no effect on Nemesis units.

*Nemesis:* Instead of moving to attack, Graeae moves to have the most number of friendly Monsters in their surroundings.

### Griffon

*Player:* No Change.

*Nemesis:* Use Swift Talon to retaliate whenever Griffon is the target of a Range 0 attack.

### Hydra

*Player:* No Change.

*Nemesis:* No Change.

### Ketos

*Player:* If a Nemesis unit has a Devour token, Ketos becomes number 1 on the Targeting Priority.

*Nemesis:* No Change.

### Lycaon

*Player:* No Change.

*Nemesis:* No Change.

### Manticore

*Player:* No Change.

*Nemesis:* Always use Scorpion's Sting if applicable. Vile Presence does not affect Nemesis units.

### Medusa

*Player:* Petrify token is removed after the petrified unit's activation ends without needing to discard an art of war card.

*Nemesis:* Petrify is used before any Melee 0 attack. Place tokens in the order of Targeting Priority.

### Minotaur

*Player:* No Change.

*Nemesis:* Charge is used if it allows Minotaur to attack multiple units. Use Bloodthirst to reroll 1, 2, or 3 (in that order).

### Minos

*Player:* No Change.

*Nemesis:* Always use Tribute of Minos if applicable. Use Deception if it can redirect an attack from a non-Troop unit to a Troop unit.

### Nemean Lion

*Player:* No Change.

*Nemesis:* No Change.

### Orion

*Player:* No Change.

*Nemesis:* Reroll blanks using Hunter (except any that will be used for Mighty Throw) and never use Tracking.

### Phoenix

*Player:* No Change.

*Nemesis:* If the Ash token is on the board, when the next art of war card is drawn, use Out of the Ashes instead of performing a second Nemesis activation. Use Flames of the Phoenix if it allows the Phoenix to attack multiple units. The Phoenix is the only Nemesis unit to suffer damage from this area attack.

### Python

*Player:* No Change.

*Nemesis:* No Change.

### Sphinx

*Player:* If the Sphinx uses **Intellectual Superiority** on a Nemesis unit, draw 2 cards from the Nemesis deck and place them in the discard pile. If either one is an Art of War or Omphalos card, the Nemesis unit takes no damage.

*Nemesis:* Use **Intellectual Superiority** according to Targeting Priority. For **Riddle of the Sphinx**, whenever there is a tie in the Targeting Priority, Sphinx will choose the one with a lower strategic value.

### Stheno the Gorgon

*Player:* **Petrify** token is removed after the petrified unit's activation ends without needing to discard an art of war card.

*Nemesis:* **Petrify** is used before any Melee 0 attack. Place tokens in the order of Targeting Priority. Use **Blood of the Gorgon** on an available enemy target to attack (using the Target Priority) if possible. Otherwise, use it to heal an allied unit (player's choice) if possible.

### Teumessian Fox

*Player:* No Change.

*Nemesis:* Always use **Uncatchable** when applicable. If there is an unclaimed Omphalos in its starting area, move it to the same area as the Teumessian Fox.

### Tityos

*Player:* No Change.

*Nemesis:* Use **Rock and Roll** if it enables Tityos to attack multiple units. Always use **Earthquake**.

### Typhon's Herald

*Player:* No Change.

*Nemesis:* Always use **Fury** when applicable, and it does not cost an Art of War card. Use **Bloodlust** to reroll the lowest numbered die or dice.

## 3• HERO POWERS

### Achilles

*Player:* No Change.

*Nemesis:* Use **Achilles' Prowess** on all blanks not used for Mighty Throw (if applicable).

### Aeacus

*Player:* **Jailer of the Underworld** does not affect Nemesis units.

*Nemesis:* Never use **Sentence of Exile**.

### Aegisthus

*Player:* No Change.

*Nemesis:* Always use **Poisoned Dagger** if the target is a Hero.

### Agamemnon

*Player:* No Change.

*Nemesis:* Never use **Commander**. If Agamemnon was the first unit activated during the Nemesis's turn, he uses **Sceptre of Hephaestos** to activate two additional units after his activation ends.

### Ajax

*Player:* No Change.

*Nemesis:* If Ajax destroys a hero or monster, use **Shame of Ajax** to shuffle an Ajax activation card from the discard pile into the Nemesis deck.

### Atlanta

*Player:* No Change.

*Nemesis:* Always use **Dodge**.

### Bellerophon

*Player:* No Change.

*Nemesis:* Never use **Friend of the Muses**.

### Cecrops

*Player:* No Change.

*Nemesis:* When using **Worship**, place the art of war card on top of the deck. When using **Choice of Cecrops**, choose +1 movement unless +1 range will enable him to reach a higher Target Priority.

### Diomedes

*Player:* No Change.

*Nemesis:* No Change.

### Circe

*Player:* No Change.

*Nemesis:* For **Pack Leader**, when an art of war card is drawn, also recall Giant Wolves if they are not at full vitality. Always use **Metamorphosis** if possible, and always recall the Giant Wolves when using it.

### Leonidas

*Player:* No Change.

*Nemesis:* Use **Wall of Shields** if possible (players choose Troop unit if there are multiple available). Always use **Born Leader** to activate a friendly Troop unit if possible (without using an activation card). If Leonidas is the second unit to activate, this allows a third activation.

### Echo

**Player:** Distraction cannot be used against Nemesis units.

**Nemesis:** Use Distraction every activation using the Targeting Priority until the Distraction tokens are all used.

### Eurytion

**Player:** No Change.

**Nemesis:** Never uses Taunt.

### Eurytos

**Player:** No Change.

**Nemesis:** No Change.

### Hector

**Player:** No Change.

**Nemesis:** Uses **Hector's Bravery** to activate the nearest friendly Troop unit after Hector's activation ends without using an activation card. If Hector is the second unit to activate, this allows a third activation.

### Heracles

**Player:** No Change.

**Nemesis:** Use **Heraclean Strength** if it allows him to perform an area attack and there is available terrain elements. Use **Heraclean Feat** to reroll the lowest 3 numbers unless they are 5s when attacking and only 5s when defending.

### Hippolyta

**Player:** No Change.

**Nemesis:** Never use **Queen of the Amazons**. Use **Hippolyta's Belt** every time she suffers wounds.

### Icarus

**Player:** No Change.

**Nemesis:** Use **Wings of Daedalus** whenever Icarus is attacked.

### Jason

**Player:** No Change.

**Nemesis:** Never use **Golden Fleece**. Use **Good Fortune** if Jason deals 0 wounds when attacking or suffers 3 or more wounds when being attacked.

### Marsyas

**Player:** The Nemesis will not remove a **Challenge** token.

**Nemesis:** Use **Marsyas' Challenge** if he has a **Challenge** token. Marsyas does not move when using **Marsyas' Challenge**. If he has no **Challenge** tokens left, he will only attempt to destroy Omphalos.

### Medea

**Player:** A **Stun** token is removed after the stunned unit's activation ends without needing to discard and art of war card.

**Nemesis:** Use **Stun** unless Medea has no Stun tokens.

### Odysseus

**Player:** No Change.

**Nemesis:** If Odysseus ends his turn in the same area as a non-Troop ally, use **Subterfuge** to activate that unit. No card is required for this activation, and it does not count towards the Nemesis activation limit. **Cunning** has no effect for the Nemesis.

### Oedipus

**Player:** If a Nemesis unit with no strategic value attacks Oedipus and deals damage, draw two cards from the top of the Nemesis deck and place them in the discard pile. If neither card is an Art of War or Omphalos card, Oedipus may use **The Answer** to ignore the damage.

**Nemesis:** Never use **Repentance**.

### Orpheus

**Player:** A **Lyre of Orpheus** token is removed from the game after the affected unit activates. The unit does nothing during this activation.

**Nemesis:** Use **Lyre of Orpheus** and **Rapture** (if possible) using the Target Priority. If no **Rapture** tokens are available, perform a standard attack (if possible).

### Paris

**Player:** No change.

**Nemesis:** Never use **Judgement of Paris**.

### Penthesilea

**Player:** No change.

**Nemesis:** No change.

### Rhadamanthus

**Player:** No change.

**Nemesis:** Always use **Chain Strike** when applicable.

### Sisyphus

**Player:** Nemesis will not attack Sisyphus unless he is carrying an omphalos.

**Nemesis:** Nemesis should not use this unit.



# HEPHAISTOS



BEGINNER ←

→ ADVANCED

## Army 1

1. Hephaistos
2. Atalanta
3. Colchidian Bull
4. Jason
5. Lava Golems\*
6. Hippolyta
7. Amazons

## Army 2

1. Hephaistos
2. Heracles
3. Acamas
4. Lycaon
5. Lava Golems\*
6. Infernal Hounds

## Army 3

1. Hephaistos
2. Medusa
3. Talos
4. Cecrops
5. Lava Golems\*
6. Pandora

## Army 4

1. Hephaistos
2. Caucasian Eagle
3. Belleraphon
4. Eurytos
5. Lava Golems\*
6. Medea

## Army 5

1. Hephaistos
2. Prometheus
3. Achilles
4. Griffon
5. Lava Golems\*
6. Medea

## Army 6

1. Hephaistos
2. Caucasian Eagle
3. Acamas
4. Nemean Lion
5. Lava Golems\*
6. Odysseus

## I. DIVINITY POWERS

### Hephaistos

*Player:* No change.

*Nemesis:* Use **Flames of the Forge** for every attack.

## 2. MONSTER POWERS

### Acamas

*Player:* No Change.

*Nemesis:* Always use **Molten Metal**.



### Caucasian Eagle

*Player:* No Change.

*Nemesis:* Always use **Eagle's Quarry**.

### Colchidian Bull

*Player:* No Change.

*Nemesis:* Use **Charge** or **Devastating Fire**, whichever allows Colchidian Bull to attack more units.

### Prometheus

*Player:* When **Primeval Fire** is used, Nemesis takes all art of war cards from the discard pile and shuffled them into the deck.

*Nemesis:* Never use **Primeval Fire**.

### Talos

*Player:* No Change.

*Nemesis:* No Change.

## 3. HERO POWERS

### Pandora

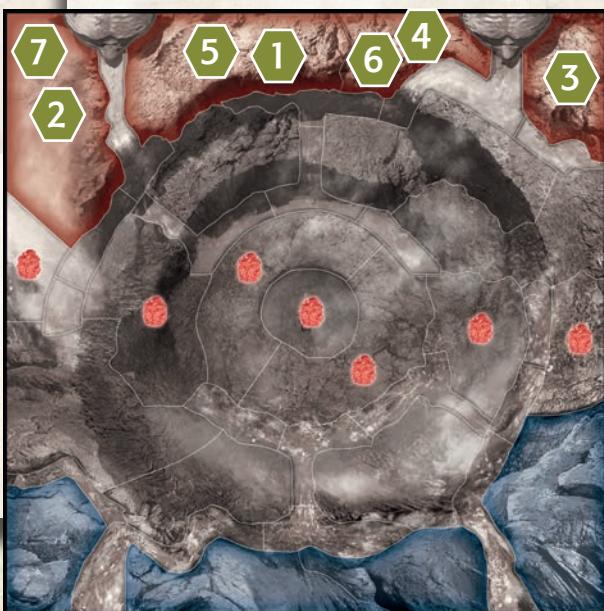
*Player:* **Evils of Mankind** does not affect Nemesis.

*Nemesis:* Always use **Evils of Mankind**. Change Pandora's Hope to each art of war card in the discard pile.



# FORGE

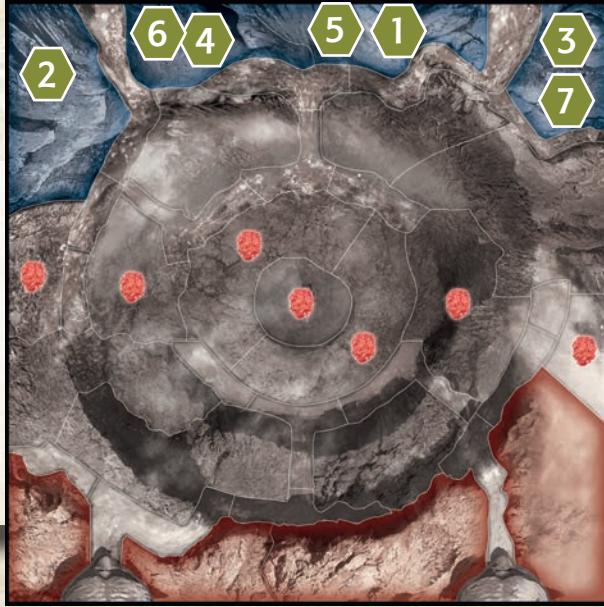
SETUP A



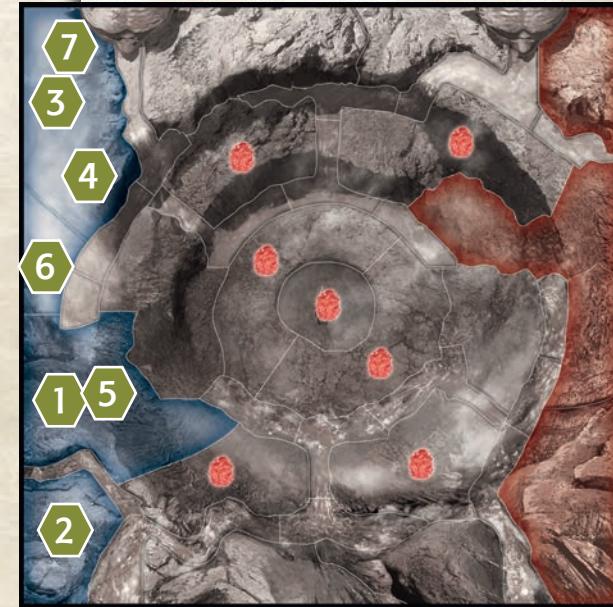
SETUP B



SETUP C



SETUP D



I

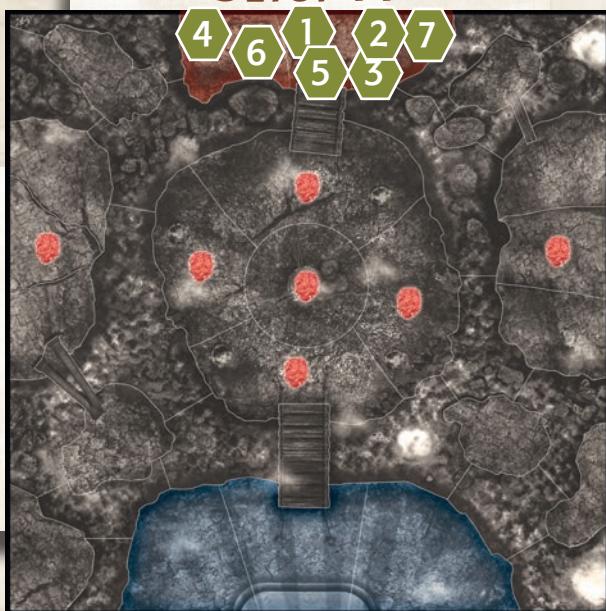


I

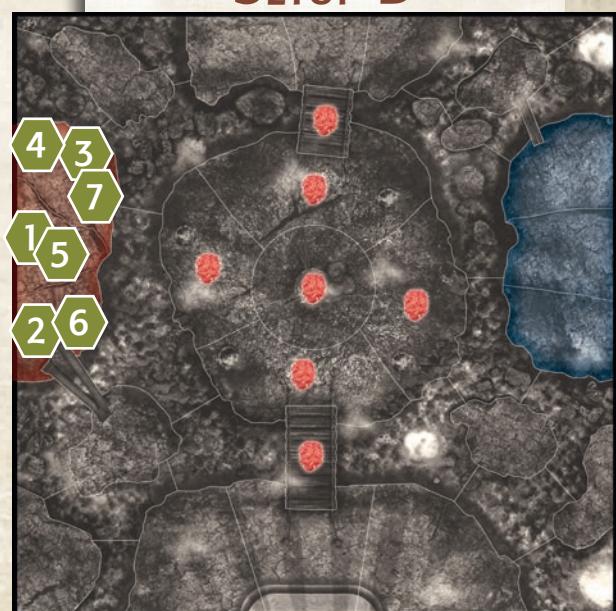


# VOLCANO

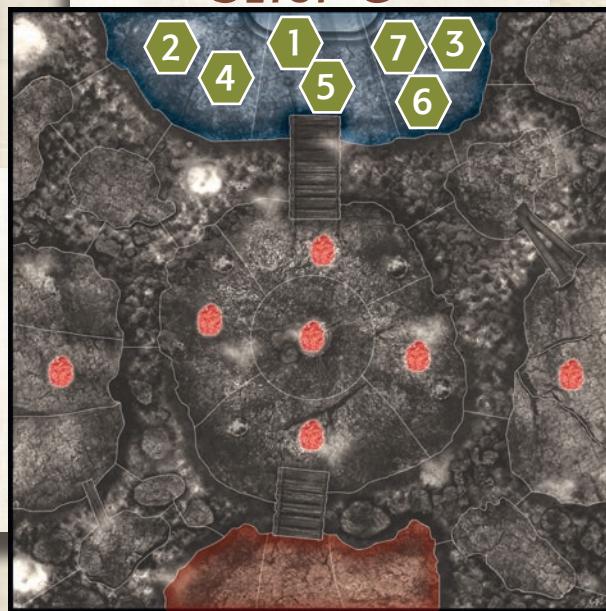
SETUP A



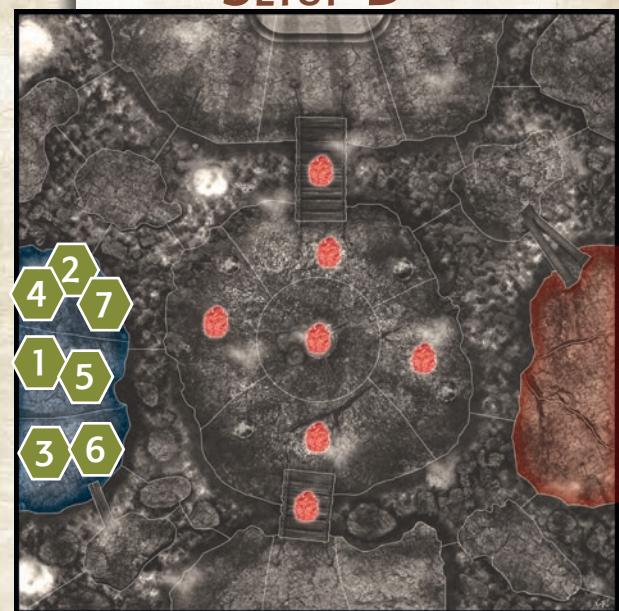
SETUP B



SETUP C



SETUP D



I



I





# HERA



BEGINNER

ADVANCED

## Army 1

- 1. Hera
- 2. Chiron
- 3. Calydonian Boar
- 4. Hydra
- 5. Argonauts
- 6. Infernal Artillerymen\*

## Army 2

- 1. Hera
- 2. Autolycus
- 3. Veteran Heracles
- 4. Chiron
- 5. Toxotai\*
- 6. Stymphalian Birds

## Army 3

- 1. Hera
- 2. Ladon
- 3. Jason
- 4. Echidna
- 5. Eurystheus

## Army 4

- 1. Hera
- 2. Stheno
- 3. Perseus
- 4. Python
- 5. Spartans\*
- 6. Jason

## Army 5

- 1. Hera
- 2. Bellerophon
- 3. Veteran Achilles
- 4. Python
- 5. Spartans\*
- 6. Echo

## Army 6

- 1. Hera
- 2. Veteran Achilles
- 3. Geryon
- 4. Colchidian Dragon
- 5. Hoplites\*

## 1. DIVINITY POWERS

### Hera

**Player:** **Perfidious** token is removed after the unit's activation ends without needing to discard and art of war card.

**Nemesis:** No change.

### Chiron

**Player:** No Change.

**Nemesis:** Always use **Immortality**. For determining victory conditions, Chiron is considered "dead" when at 1 vitality.

### Eurystheus

**Player:** Nemesis units will not attack Eurystheus unless the unit for **Labour of Eurystheus** has been destroyed.

**Nemesis:** For **Labour of Eurystheus**, choose unit number 2, 3, or 4 from the army list (in that order) depending on if they are deployed. If none are deployed, set aside Eurystheus until one of them are deployed, and deploy him at the same time. Instead of moving to attack, Eurystheus moves to have the most number of allies in his surroundings.

### Perseus

**Player:** **Petrify** token is removed after the petrified unit's activation ends without needing to discard and art of war card.

**Nemesis:** **Petrify** is used before any Melee 0 attack. Place tokens in the order of Targeting Priority.

### Veteran Achilles

**Player:** No Change.

**Nemesis:** Always use **Master of Battle** if possible.

### Veteran Hercules

**Player:** No Change.

**Nemesis:** Use **Heraclean Feat** to reroll the lowest 3 numbers unless they are 5s when attacking and only 5s when defending.

## 2. MONSTER POWERS

### Calydonian Boar

**Player:** No change.

**Nemesis:** Use **Charge** is if it allows Calydonian Boar to attack multiple units. Always use **Noxious Breath**.

### Geryon

**Player:** No Change.

**Nemesis:** No Change.

### Ladon

**Player:** No Change.

**Nemesis:** No Change.

## 3. HERO POWERS

### Autolycus

**Player:** No Change.

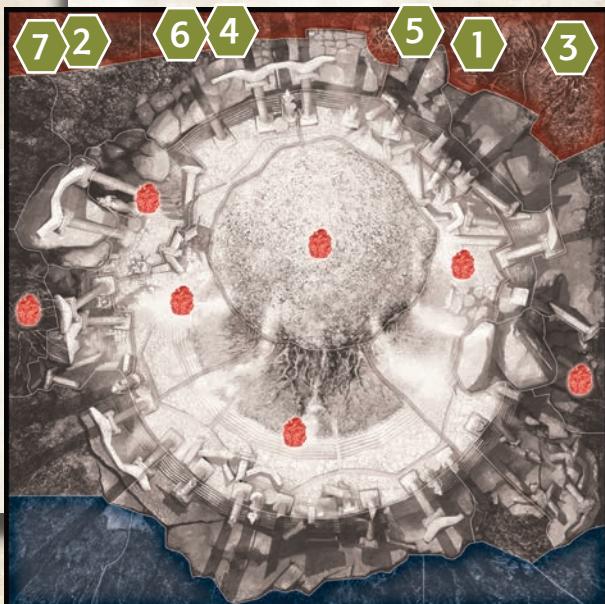
**Nemesis:** Never use **King of Thieves**.



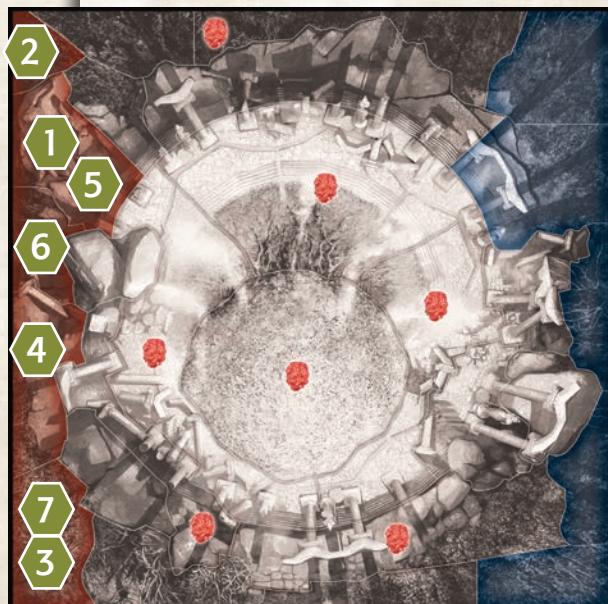


# GARDEN OF THE HESPERIDES

SETUP A



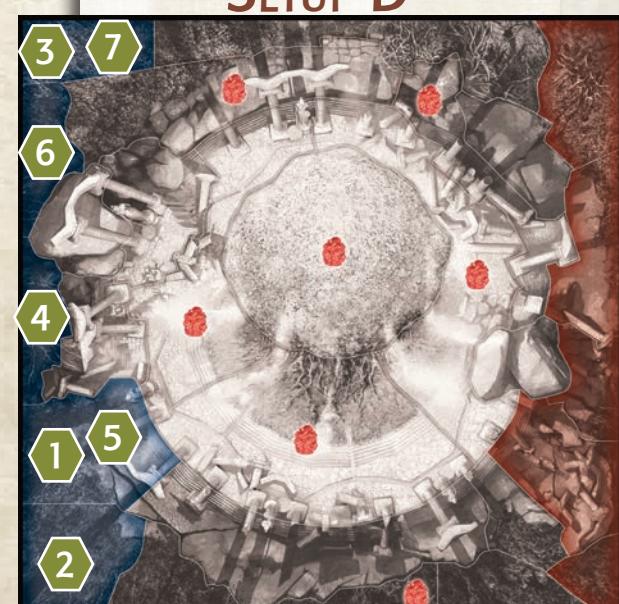
SETUP B



SETUP C

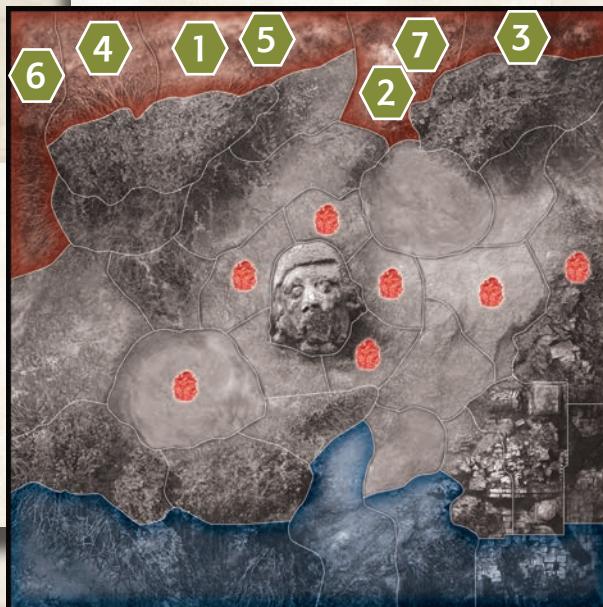


SETUP D

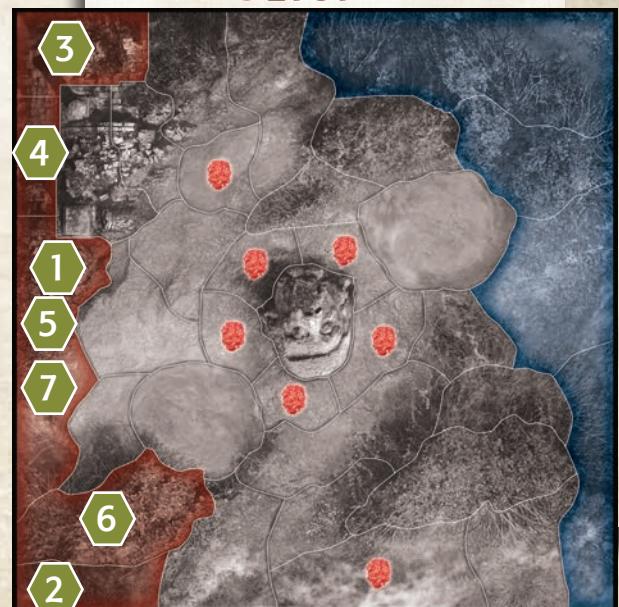


# LERNLEAN SWAMP

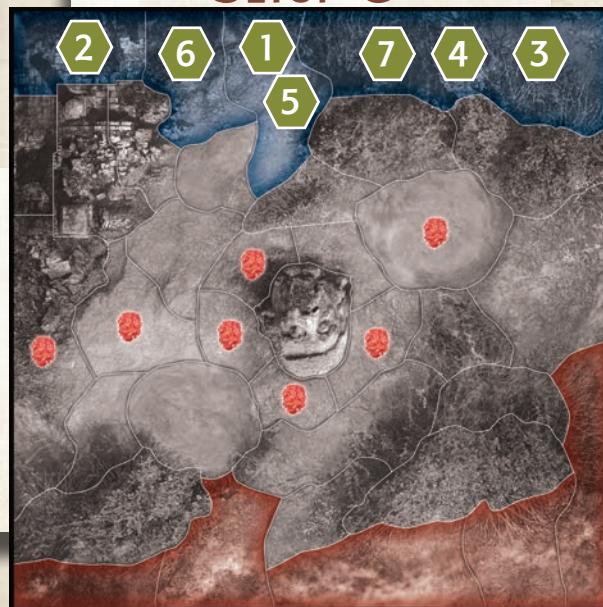
SETUP A



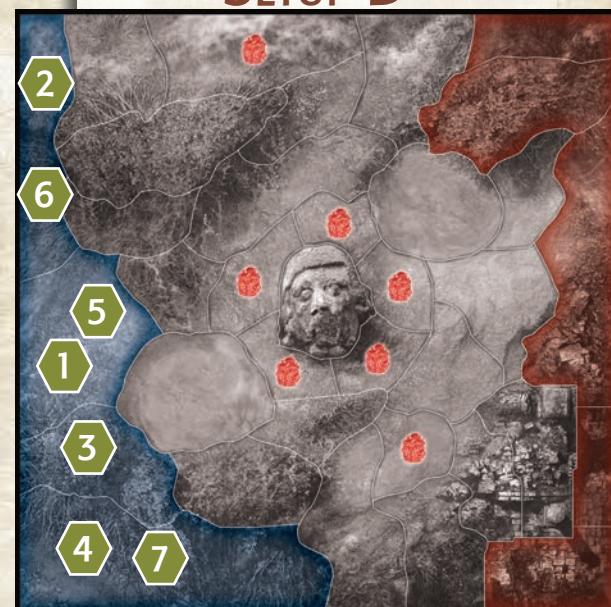
SETUP B



SETUP C



SETUP D



I



I





# POSEIDON



BEGINNER ←

→ ADVANCED

## Army 1

1. Poseidon
2. Theseus
3. Hydra
4. Sirens
5. Hoplites\*
6. Andromeda

## Army 2

1. Poseidon
2. Minotaur
3. Antaeus
4. Odysseus
5. Spartans\*
6. Sirens

## Army 3

1. Poseidon
2. Echidna
3. Periphetes
4. Aegisthus
5. Infernal Warriors
6. Lycaon

## Army 4

1. Poseidon
2. Polyphemus
3. Heracles
4. Medea
5. Toxotai\*

## Army 5

1. Poseidon
2. Charybdis
3. Odysseus
4. Tityos
5. Centaurs\*

## Army 6

1. Poseidon
2. Scylla
3. Achilles
4. Cerberus
5. Tentacles

## 1• DIVINITY POWERS

### Poseidon

*Player:* No change.

*Nemesis:* When using **Divine Storm** on allied units, determine where the unit would go if it were their turn and they had one extra movement point. Then move them one zone in that direction. Use **Divine Storm** on enemy units if it allows Poseidon to move units with Guard away from units higher on the target priority.

## 2• MONSTER POWERS

### Charybdis

*Player:* No Change.

*Nemesis:* Always use **Groundswell** to move. If any units are displaced, move them one area closer to the closest unit with the highest target priority.

### Polyphemus

*Player:* No Change.

*Nemesis:* Refer to the Mighty Throw talent for rules on when to use Polyphemus' Anger.

### Scylla

*Player:* No Change.

*Nemesis:* Always use **Scylla's Fury** at the end of her activation. Replace losses to existing units before creating new units.

## 3• HERO POWERS

### Andromeda

*Player:* No Change.

*Nemesis:* Use **Andromeda's Sacrifice** when possible. Do not target a Troop unit with **Andromeda's Chains**. When Andromeda has no chains left, she will attempt to destroy Omphalos.

### Anteus

*Player:* No change.

*Nemesis:* No change.

### Periphetes

*Player:* No change.

*Nemesis:* **Brigand** makes the unit drop the Omphalos.

### Theseus

*Player:* No change.

*Nemesis:* When attacked, use **Ariadne's Thread** if it allows Theseus to avoid the attack OR if it allows him to move to an area that provides a defensive bonus. Always use **Shining Strike** when Theseus is attacked.



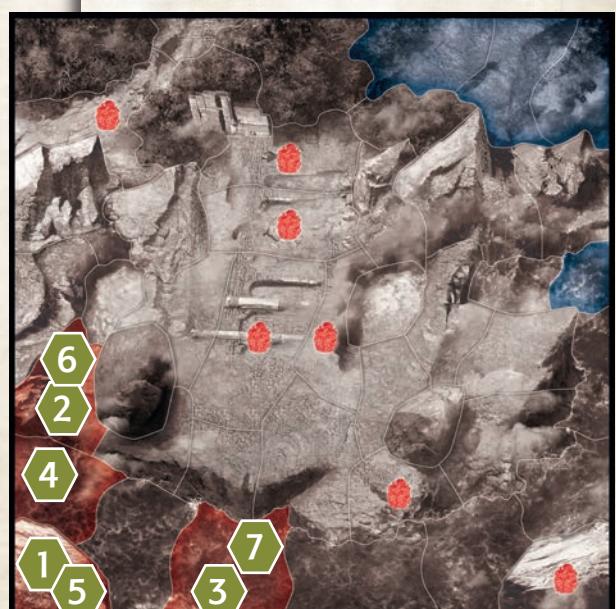


# POLYPHEMUS' ISLAND

SETUP A



SETUP B



SETUP C

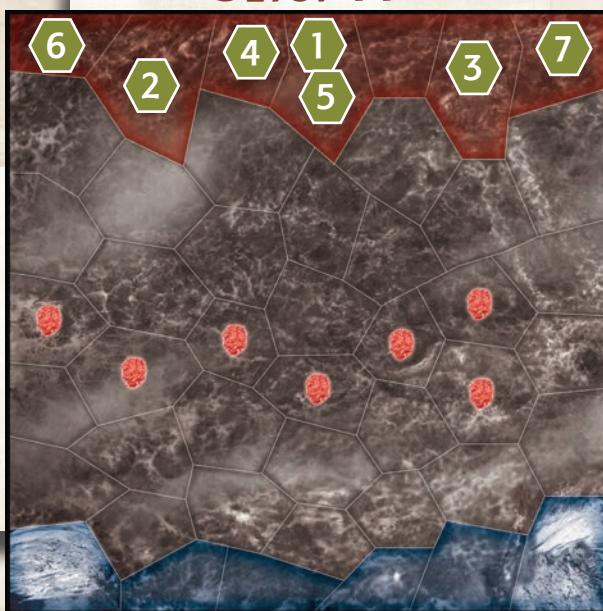


SETUP D



# AEGEAN SEA

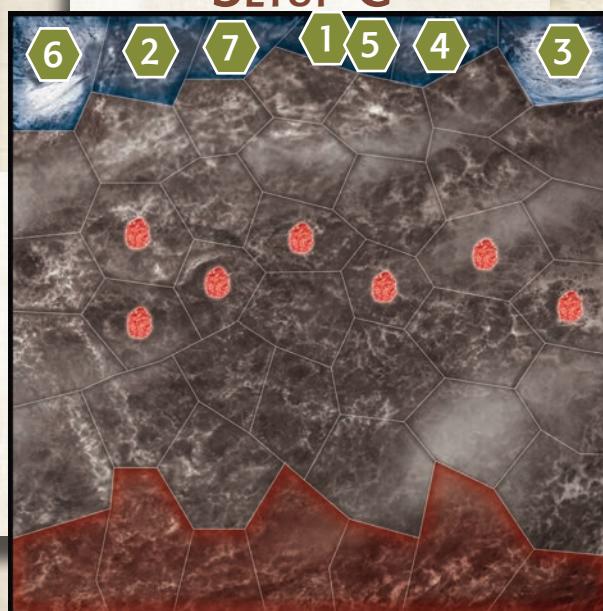
SETUP A



SETUP B



SETUP C



SETUP D



# TITANS



BEGINNER ←

ATLAS

→ ADVANCED

Army 1

1. Atlas
2. Cecrops
3. Eurytion
4. Lycaon
5. Hoplites\*

Army 2

1. Atlas
2. Odysseus
3. Arachne
4. Eurytion
5. Giant Spiders\*

Army 3

1. Atlas
2. Bellerophon
3. Lycaon
4. Medea
5. Toxotai\*

Army 4

1. Atlas
2. Nemean Lion
3. Aegisthus
4. Jason
5. Infernal Artillerymen\*

Army 5

1. Atlas
2. Eurytos
3. Echidna
4. Circe
5. Circe's Wolves
6. Icarus

Army 6

1. Atlas
2. Orion
3. Colchidian Dragon
4. Orpheus
5. Echo

BEGINNER ←

ENCELADUS

→ ADVANCED

Army 1

1. Enceladus
2. Atalanta
3. Leonidas
4. Hippolyta
5. Hoplites\*
6. Amazons

Army 2

1. Enceladus
2. Arachne
3. Cecrops
4. Stheno
5. Giant Spiders\*

Army 3

1. Enceladus
2. Nemean Lion
3. Odysseus
4. Lycaon
5. Spartans\*

Army 4

1. Enceladus
2. Campe
3. Achilles
4. Medea
5. Infernal Hounds\*

Army 5

1. Enceladus
2. Medusa
3. Jason
4. Colchidian Dragon
5. Myrmidons\*

Army 6

1. Enceladus
2. Heracles
3. Bellerophon
4. Echo
5. Infernal Warriors\*

BEGINNER ←

GAIA

→ ADVANCED

Army 1

1. Gaia
2. Hydra
3. Hector
4. Infernal Warriors
5. Myrmidons\*

Army 2

1. Gaia
2. Lycaon
3. Circe
4. Bellerophon
5. Circe's Wolves\*

Army 3

1. Gaia
2. Minotaur
3. Heracles
4. Medea
5. Hoplites\*

Army 4

1. Gaia
2. Cerberus
3. Hippolyta
4. Leonidas
5. Centaurs\*

Army 5

1. Gaia
2. Griffon
3. Achilles
4. Arachne
5. Giant Spiders\*

Army 6

1. Gaia
2. Echidna
3. Jason
4. Medusa

BEGINNER ←

KRONOS

→ ADVANCED

Army 1

1. Kronos
2. Dragon of Thebes
3. Eurytion
4. Echo
5. Centaurs\*

Army 2

1. Kronos
2. Minotaur
3. Leonidas
4. Aegisthus
5. Spartans\*

Army 3

1. Kronos
2. Atalanta
3. Bellerophon
4. Lycaon
5. Hoplites\*

Army 4

1. Kronos
2. Griffon
3. Cecrops
4. Circe
5. Circe's Wolves
6. Myrmidons\*

Army 5

1. Kronos
2. Cerberus
3. Achilles
4. Phoenix
5. Myrmidons\*

Army 6

1. Kronos
2. Colchidian Dragon
3. Stheno
4. Odysseus
5. Infernal Hounds\*

# TITANS

BEGINNER ←

TYPHON

→ ADVANCED

Army 1

1. Typhon
2. Arachne
3. Aegisthus
4. Atalanta
5. Giant Spiders\*

Army 2

1. Typhon
2. Tityos
3. Circe
4. Echo
5. Circe's Wolves\*

Army 3

1. Typhon
2. Phoenix
3. Marysas
4. Cecrops
5. Infernal Hounds\*

Army 4

1. Typhon
2. Stheno
3. Eurytion
4. Icarus
5. Centaurs\*

Army 5

1. Typhon
2. Bellerophon
3. Lycaon
4. Orpheus

Army 6

1. Typhon
2. Heracles
3. Nemean Lion
4. Toxotai\*

BEGINNER ←

Ymir

→ ADVANCED

Army 1

1. Ymir
2. Colchidian Dragon
3. Jason
4. Marsyas
5. Argonauts\*

Army 2

1. Ymir
2. Lycaon
3. Heracles
4. Atalanta
5. Amazons\*

Army 3

1. Ymir
2. Medusa
3. Eurytos
4. Eurytion
5. Toxotai\*

Army 4

1. Ymir
2. Python
3. Achilles
4. Medea
5. Hoplites\*

Army 5

1. Ymir
2. Cerberus
3. Leonidas
4. Aegisthus
5. Circe's Wolves\*
6. Circe

Army 6

1. Ymir
2. Griffon
3. Bellerophon
4. Icarus
5. Infernal Warriors\*

## I - DIVINITY POWERS

Atlas

*Player:* No change.

*Nemesis:* No change. Reminder: **Fists of the Titan** does not affect Nemesis units.

Enceladus

*Player:* No change.

*Nemesis:* No change.

Gaia

*Player:* Root tokens are considered number 7 on the Targeting priority list.

*Nemesis:* No change.

Kronos

*Player:* No change.

*Nemesis:* If **Tyrant** applies to multiple units, choose according to the highest in the Targeting priority.

Typhon

*Player:* No change.

*Nemesis:* **Psychopath** does not apply. Typhon does not use **Tempest** unless an Art of War or Omphalos card was drawn before Typhon activated this turn.

Ymir

*Player:* No change.

*Nemesis:* No change.

