

Hoplite Brigade	Hoplite Phalanx	Cavalry
Level: 1 (6-6/1-6)	Level: 1 (6-8/1-6)	Level: 1 (6-6/2-6)
Insert Picture Here	Insert Picture Here	Insert Picture Here
Archers	Peltasts	Martial Bard
Level: 1 (6-4/1-4)	Level: 1 (6-4/2-4)	Level: 1 (2-2/1-4)
Insert Picture Here	Insert Picture Here	Insert Picture Here
		Any units on same square gain 2 to attack and defense (e.g. 2/4 becomes 4/6)
Trireme	Marathon Messenger	Citadel Outwall
Level: 1 (4-4/2-8)	Level: 1 (6-6/4-4)	Level: 1 (0-8/0-10)
Insert Picture Here	Insert Picture Here	Insert Picture Here
Unit gains +1 one to attack & defense rolls for each friendly unit located on same land.	If the unit ever uses all its APs in one turn, it dies at the end of its turn.	Unit is not played to board (i.e. use no marker); any unit attacking player's Citadel instead attacks Outwall, unless attacking unit has ranged attack.

Centaur Cavalry	Cyclops Berserker	Satyr Scout
Level: 1 (6-8/2-8)	Level: 1 (10-6/1-6)	Level: 1 (4-4/3-4)
Insert Picture Here	Insert Picture Here	Insert Picture Here
		Any units on same square gain 2 to defense die.
Daedalus' Gunboat	Achilles	Ajax
Level: 1 (6-6/3-8)	Level: 1 (12-12/1-10)	Level: 1 (10-10/1-10)
Insert Picture Here	Insert Picture Here	Insert Picture Here
Cannot carry other units.	If Achilles rolls 1 or 2 on attack or defense, he can no longer move (but may use APs on attacks)	
Agamemnon	Odysseus	Theseus
Level: 1 (8-8/1-8)	Level: 1 (8-8/2-6)	Level: 1 (6-6/1-6)
Insert Picture Here	Insert Picture Here	Insert Picture Here
		As an instant ability, may return to square occupied previous turn (if currently unoccupied by enemy); any events targeting Theseus are aborted.

Autolykus	Medea	Medusa
Level: 1 (4-2/2-4)	Level: 1 (4-4/1-4)	Level: 1 (6-4/1-6)
Insert Picture Here	Insert Picture Here	Insert Picture Here
Autolykus may coexist on a card with an enemy unit, and cannot be attacked by units (but can be counterattacked, or attacked by Mantras)	If Medea rolls 3 or 4 on a counterattack, opposing unit instantly suffers Medea's vengeance and dies.	If an opponent of Medusa ever rolls a 1, that unit is instantly turned to stone and destroyed.
Harpies	Scylla	Charybdis
Level: 1 (6-4/3-4)	Level: 1 (8-4/2-6)	Level: 1 (4-8/2-6)
Insert Picture Here	Insert Picture Here	Insert Picture Here
Any units adjacent to the Harpies must move directly away on their next turn to flee the stench.		
Hydra	Chimaera	Sphinx
Level: 1 (2-2/1-8)	Level: 1 (*-*/1-6)	Level: 1 (2-6/1-6)
Insert Picture Here	Insert Picture Here	Insert Picture Here
Every turn the Hydra takes damage but survives, attack and defense increase by 2.	Chimaera takes on the attack/defense of any other unit in play; cannot be mustered if no other units are in play.	When Sphinx defends against a unit, whichever unit takes damage as a result is instantly killed regardless of remaining LP.

Orion	Athenian Brigade	Spearmen
Level: 1 (6-6/1-6)	Level: 1 (4-4/1-4)	Level: 1 (6-4/1-4)
Insert Picture Here	Insert Picture Here	Insert Picture Here
Unit may attack water units		