

HOPLOMACHUS

VICTORUM

MERCURY'S BOOTS RULES

The *Mercury's Boots* expansion for Hoplomachus: Victorum introduces an accelerated way to experience the epic, gladiatorial campaign, trimming the journey to a maximum of 24 weeks and speeding things up accordingly in a variety of ways. It is recommended that players be familiar with the rules of Hoplomachus: Victorum before attempting this way to play, as these rules build off of that understanding.

Components

- 1 Hero Tracking Pad
- 1 Reference Sheet

Setup



Carry out setup as normal with the following changes to the indicated steps:

Component Setup

Hero Tracking Pad. Use the new hero tracking pad included with this expansion.

Hero Setup

- **Difficulty Level.** Do not choose a difficulty level.
- **Hero Prowess.** Skip gaining hero prowess for the time being.
- **Hero Tracking Pad.** Fill in your hero's name, Movement, Range, Class, Health, Leadership, and Attack as normal. Skip all difficulty level adjustments. Your hero

begins with 10 blessings. Your hero's Opportunity Capacity, indicated by the  icon, starts at 3. Your hero's starting Navigation Stat, indicated by the  icon, is 1.

- **Tactics.** Follow the instructions for Chosen/Valiant difficulty, taking the three tactics listed for your hero.

Rival Setup

- **Scion Banes.** Rather than placing the scion's bane(s) in the bane stack, place them directly in the draw bag.
- **Primuses.** Rather than selecting three primuses, place all seven unused primuses near the stadium seating in easy reach. If playing with expansions (including using Remastered heroes as primuses), use seven primuses total and include no more than one primus from each region.
- **Bag units.** As normal, place the five remaining neutral units into the draw bag. Then, place the first unit from each faction stack into the draw bag.



New Setup Steps

- **Opportunities.** Gain the top three cards from the Opportunity deck and place them face up in your camp.
- **Hero Ascension.** You may spend any number of your blessings at this time. For each blessing spent, take one of the following rewards:
 - ◇ Gain a hero stat upgrade (Health, Attack, Leadership, Navigation, or Opportunity Capacity).
 - ◇ Gain a hero prowess.
 - ◇ Recruit the front unit of any faction stack.

The Hero Ascension step is critical to your success on this quickened journey. Your acts are much shorter and the difficulty will rise much faster, so you'll need some amount of strength when starting the game. However, blessings still provide important protection from failure, so spending too many is a risky choice. Think carefully about your decisions during this step!

Gameplay

The goal of Mercury's Boots remains the same as Victorium: Grow strong and defeat the scion lurking at Vesuvius before your time is up. A number of aspects of that journey, however, have changed. These changes are outlined below.

The Structure of Play

You now have a maximum of 24 weeks to complete this journey, with each act taking 6 weeks instead of 12.

As an additional structural change, you no longer face primuses at the end of each act.



See "Primuses" below for more details on this. Instead, you can end an act on any location, and you simply move into the next act once you've finished the previous one.

Scion influence gain is still tied to your current act, but difficulty modifiers within the game are not and are instead tied to the defeat of primuses.

As normal, you must wait until Act IV to face the scion, and you must face and defeat the scion before the end of Act IV in order to win the game!

Navigation

Your Navigation Stat determines how many map spots you can travel during each Travel Phase. This allows you to traverse the land faster. It can be upgraded to a maximum of 4.

You must move at least one spot during the Travel Phase, but are not required to use your full Navigation. As normal, except at the start of each act when you can move in any direction, you cannot travel back along the path you most recently traveled. You also cannot move onto or through the same location twice in the same Travel Phase.

You may move over capital locations. Only finishing your Travel Phase on a capital location will trigger a primus/scion fight. You cannot land on a capital location if there is not a primus/scion to fight there.

You must land on a harbor in order to use it; you cannot use a harbor mid-navigation.

Opportunities

When you accept an Opportunity event, draw up to three cards from the Opportunity Deck, ensuring you do not exceed your Opportunity Capacity as indicated on your hero tracking pad. Your Opportunity Capacity can be upgraded to a maximum of 5.

Keep all Opportunity cards in your camp face up. Ignore all text on the face of the card with the exception of the reward text. Opportunities can be used in two different, new ways in Mercury's Boots. First, you may discard an Opportunity card during combat directly after the die roll of any non-scion unit – yours or a rival. This causes the entire roll to be re-rolled. You must accept the new roll (or spend another Opportunity for another re-roll). This re-roll happens before any skill or effect is triggered off of the die roll. Any die roll can be re-rolled including attacks, die rolls as part of skill resolution, or as part of an event resolution.

Second, Opportunities can be spent when collecting primus rewards for the reward on the card. See “Primus Rewards” for more details.



Sport Events

When the tribune is defeated, your hero's HP is not reduced. Instead, you immediately gain scion influence equal to the current act.

When you win a Sport event, you are granted both rewards of recruiting a rival unit and gaining tactics, rather than only one of these rewards.

Bloodshed Events

Bloodshed events are carried out as normal. When you win a Bloodshed event, increasing your Navigation Stat or Opportunity Capacity are new reward options you may choose, in addition to the already existing upgrade options. You still only get one reward in total.

Primuses

You may challenge any number of primuses, up to all 7, during your journey. Challenge a primus as normal, by landing on a capital location containing an undefeated primus.

Defeating a primus grants massive rewards which will help your hero take a big step forward. However, doing so also marks an increase in difficulty for the rest of the game. Be sure and look over the Primus Sheet carefully to understand the risks and rewards.

For events that require a random unused primus, if you have no unused primuses (from Remastered or expansions), use a random defeated primus. If none are defeated, use a random undefeated primus but return it with the other undefeated primuses at the end of the event.

Primus Lineup

The Primus Sheet dictates the lineups for each primus fight you take on. Use the lineup shown in the first circle not covered. Use the Health stat printed on the primus chip for primuses. After defeating a primus, place their chip on that circle. This acts as a reminder of how many primuses you have defeated, and an easy indication of which lineup to use for the next primus fight.



Primus Modifiers

Each time you defeat a primus, you add a modifier which will apply to all combats for the remainder of the game, including primus combats, with the exception of the scion combat. Primus modifiers are cumulative. If an event card instructs you to ignore act modifiers, ignore primus modifiers for that event.

Primus Rewards

When you would gain your reward for defeating a primus, see the Primus Sheet which outlines your reward options. This replaces the normal reward. You will receive four total rewards each time you defeat a primus, with several rewards offering two options. Working down the list, select your four rewards.

Hero Stat Upgrade

The stats that can be upgraded match those that can be upgraded in successful Bloodshed events: Attack (add or upgrade a die), Leadership, Health, Navigation, or Opportunity Capacity.

Opportunity Reward

To collect an opportunity reward, discard any opportunity in your camp and collect the reward listed on it.

Recruit a Rival

You may recruit a rival unit in the same way as you would when resolving a Sport event reward, recruiting any non-elite rival unit from among the rival's defeated units or those still in the arena from that combat.

Scion Combat

In Mercury's Boots, ignore the "Pluto's Domain" section on the Vesuvians arena reference which adds banes equal to the number of Vesuvians left in the faction stack.

Instead, gain 1 bane for each primus you have left undefeated.

