Mythic Battles: Pantheon

Beta Rules

v2.2

Game Terms & General Rules

Appearance

There are many game terms in Mythic Battles, some of which are also words in normal use. To avoid confusion, we use the following conventions:

Stats are written in italics with a capital letter, like this: *Offence*.

Powers and **talents** are written with a capital letter, like this: Soul Culling.

Actions are written in block capitals, like this: MOVE.

Keywords are written in bold, like this: **draw**.

Glossary

Keywords, **stats**, and other important game terms and conventions are defined in the following alphabetical list. If the explanation is too long for this summary, the entry lists the key points and refers you to the appropriate page for the full rules.

ABSORB: short for ABSORB an omphalos - a **complex action**. See page XXX.

Adjacent area: two areas are adjacent when they share a common border.

Activation: the opportunity within a **turn** for a **unit** to act.

Active player: the player whose **turn** it is. There is exactly 1 **active player** at all times.

Active unit: the unit whose **activation** it is. There is never more than 1 **active unit** at a time, though there can be none.

AoW card: an Art of War card.

Area: an irregularly-shaped space on the game map, surrounded by a line, and with a single number in the centre.

Army: the collection of **units owned** by a player.

Assault: a roll of the dice during an ATTACK. Each ATTACK is made up of 2 **assaults** (first and second), with rolls in the second potentially adding to those from the first to make the final total used to calculate success. A re-roll is part of the same **assault** as the result it replaces. See ATTACK on page XXX.

ATTACK: a **simple action**. See page XXX.

CLAIM: short for CLAIM an omphalos - a **simple action**. See page XXX.

Complete: a **unit** of **troops** is **complete** while it has its full complement of miniatures, as listed on its troop card.

Complex action: the actions RUN, ABSORB, and ENTER.

Dashboard: a reference card containing a **unit's stats**, **talents**, and **powers**.

Deck: the face down pile of cards that a player can **draw** from.

Defence: a **stat**. See <mark>page XXX.</mark>

Discard pile: the face up pile of cards that a player has used.

Detriment: a **power** that is bad for the **unit**. They are the only type of **power** that remains in effect when the **unit** makes a **complex action**.

Draw: to take the top card from your **deck**.

Enemy: a **unit** is an **enemy** to another **unit** if both are **owned** by opposing players.

ENTER: short for ENTER the board - a **complex action**. See <mark>page XXX.</mark>

Friendly: a **unit** is **friendly** to another **unit** if both are **owned** by the same player, or if both **owners** are on the same side.

God: a type of **unit**. Unless otherwise specified, whenever a rule refers to **gods**, this includes **titans**.

Hand: the cards a player has available to use.

Hero: a type of **unit**.

Keyword: an important word or phrase with a specific game meaning, often used by other rules. Keywords are always written in bold, like this: **unit**.

Lead player: the player that takes the first **turn** in every **round**. Determined by the **scenario** being played.

Monster: a type of **unit**.

MOVE: a **simple action**. See <mark>page XXX.</mark>

Movement: a **stat**. See <mark>page XXX.</mark>

Offence: a **stat**. See <mark>page XXX.</mark>

Owned/owner: all **units recruited** into a specific player's **army** are said to be **owned** by that player. That player is the **unit's owner**. Ownership is therefore to do with who controls a **unit** during a game, not with ownership of the physical game in the real world.

Pass: this is when a player chooses not to take a **turn**. Instead, they **draw** 2 cards from their **deck**.

Pool: this is the reserve supply of **tokens** for a **unit's power**. Place such reserve **tokens** on the **unit's dashboard**.

Power: one of a series of abilities that aid or hinder a **unit** in battle. **Powers** are often unique. A **unit's powers** are explained on its **dashboard**.

Range: the maximum distance (counted in number of **areas**) at which the unit may make an ATTACK. *Range* 0 is the **area** the **unit** is in.

Recall: the process of summoning a **unit** of **troops** to the same **area** as your **god**. See page XXX.

Recruit: the process of selecting an **army**; or the process of selecting a **unit** for that **army**.

Recruitment Points: the number of points that a player can spend to **recruit** his **army**.

Round: a collection of **turns** – one per player.

RP: the abbreviation of **Recruitment Points.**

RUN: a **complex action**. See page XXX.

Scenario: a way to set up the game. Every game is played using a **scenario**. This lists everything you need to know for that particular conflict, including which map(s) to use, what **units** are available, how they are deployed, and how each side wins the game.

Simple action: the actions MOVE, ATTACK, and CLAIM.

Stat: a game value used to describe the relative usefulness of a **unit**. **Stats** are always written in italics with a capital letter. The **stats** are: *Offence, Defence, Range, Movement,* and *Vitality.*

Surroundings: a **unit's surroundings** are the **area** it is in, plus all of the adjacent **areas**.

Talent: one of a series of abilities that aid a **unit** in battle. **Talents** are not unique. The names of a **unit's talents** are listed on its **dashboard** or **troop** card, and the complete rules are on page XXX.

Titan: a type of **unit**. Unless otherwise specified, whenever a rule refers to **gods**, this includes **titans**. **Titans** usually reduce the amount of **RP** available to **recruit** their **army**.

Token: a counter used to track a **power's** effect.

Troops: a type of **unit**. **Troops** are initially represented on the board by a group of 2+ miniatures. A **unit** of **troops** that has its full complement of miniatures is **complete**. As long as 1 miniature remains, the **unit** continues in play. All miniatures belonging to a unit of **troops** must be in the same **area** at all times.

Turn: a player's **turn** is their chance to act with the **units** in their army.

Unit: a distinct game element. A unit may be defined as **titan**, **god**, **hero**, **monster**, or **troops**.

Vitality: a **stat**. See page XXX.

Wound: to reduce the target **unit's** *Vitality*.

Rules Hierarchy

Some rules are designed to overwrite others, such as when a **power** bends or breaks the normal rules.

During a game, when two rules contradict each other, the rule with the higher priority is correct.

From highest priority to lowest, the order is:

1) **Scenario** special rule
2) **Power** description
3) **Talent** description
4) Core rules in this book
5) Game aid
6) Starting guide

If two rules of equal priority appear to contradict each other, the exact wording of them should be checked carefully. They are intended not to conflict in this way. However, if you still believe they do, then the **active player** decides which rule has priority. This ruling applies for the remainder of the game. After the game, you may want to check the online FAQ, or ask on the official forums at http://agoodplace.forumactif.com

Sequence of Play

Mythic Battles is played in a series of **rounds**. During each **round**, each player will have a **turn**.

The **scenario** determines the **lead player**. During each **round**, play starts with the **lead player's turn**, and continues clockwise around the table.

Turn Sequence

Every **turn** consists of the following phases. The **active player** must complete each step, in order, unless they are instructed to skip to a later one.

Cards can only be discarded from the player's **hand**.

A) Start of Turn Phase
1) Effects of **powers** that were triggered in your previous **turn** and last for 1 **round** end now.
2) **Draw** 1 card from your **deck**.
3) Decide whether to **pass** or continue. If you choose **pass, draw** a second card from your **deck** and immediately end your **turn** (go to D2).

B) First Action Phase
1) Choose a **unit**.
2) Discard 1 of that **unit's** activation cards from your **hand**.
3) Decide whether the unit will take:
   a. 0-2 **simple actions** (go to B4), or
   b. 1 **complex action** (go to B7).
4) Resolve any **powers** that occur at the start of the **unit's** activation.
5) Resolve 0-2 different **simple actions** with that **unit**.
6) Resolve any **powers** that occur at the end of the **unit's** activation (go to C1).
7) Resolve 1 **complex action,** then immediately end the **unit's activation** (go to C1). A **unit** that is taking a **complex action** is treated as having no **talents** and only **powers** described as **detriments** during their **activation**.

C) Second Action Phase
1) Choose whether to discard 1 **AoW** card to activate a second **unit**, or go to D1.
2) Discard 1 of that **unit's** activation cards from your **hand**.
3) Decide whether the unit will take:
   a. 0-2 **simple actions** (go to C4), or
   b. 1 **complex action** (go to C7).
4) Resolve any **powers** that occur at the start of the **unit's** activation.
5) Resolve 0-2 different **simple actions** with that **unit**.
6) Resolve any **powers** that occur at the end of the **unit's** activation (go to D1).
7) Resolve 1 **complex action,** then immediately end the **unit's activation** (go to D1). A **unit** that is taking a **complex action** is treated as having no

talents and only **powers** described as **detriments** during their **activation**.

D) End of Turn Phase

1) Decide whether or not to discard 1 **AoW card** to **recall** 1 **unit** of **troops**. See <mark>page XXX</mark>.
2) **Active player** status passes to the player on the left of the current **active player.** The new **active player** starts their **turn** at A1.

<<< insert flowchart/diagram of turn sequence >>>

Limit of Activations

A player may **activate** a maximum of 2 **units** in his **turn**.

Talents

Almost every **unit** in Mythic Battles: Pantheon has one or more **talents**, most commonly 3. **Talents** are defined below.

A **talent's** numerical modifiers (such as the +1 *Offence* in Archer) only affect a **unit's stats**. They do not modify **powers**.

A **talent's** non-numerical effects (such as Mighty Throw) do apply to **powers**.

Using part or all of a **talent** is optional and at the **owner's** discretion.

In all cases in this list, the term "this **unit**" refers to the **unit** that has the **talent** being described.

Archer

This **unit** gains +1 *Offence* for ATTACKs at *Range* 1+.

Block

Non-flying **enemy units** in the same **area** as this **unit** cannot move out of this **area**. No enemy **unit** can CLAIM an omphalos that is in this **area**.

A **unit** with the Block **talent** ignores these effects.

Bolster

Friendly troops in the same **area** as this **unit** gain +1 *Offence* and +1 *Defence*.

Climb

This **unit** may move onto areas of difficult terrain, such as impenetrable terrain and cliffs.

Close Protection

This **unit** gains +1 *Defence* as long as a **friendly unit** is in the same **area**.

Close Combat

This **unit** gains +1 *Offence* for ATTACKs at *Range* 0.

Force of Nature

If this **unit** is in an **area** containing a ruin or tree model when it makes an ATTACK, the **owner** may remove that terrain piece from the board. If this **unit's** Force of Nature **talent** causes a terrain piece to be removed, this **unit** gains +1 *Offence* and +1 *Range* until the end of its **activation**.

Gem Collector

This **unit** can CLAIM an omphalos from anywhere in its **surroundings**.

Guard

If a **friendly unit** in the same **area** as this **unit** is attacked, you may change the target of the ATTACK to this **unit**.

Initiative

This **unit** makes any retaliation ATTACK before its attacker makes their original ATTACK.

After retaliation, this **unit's** attacker may resolve their own ATTACK only if they are still in a position to make it (having sufficient *Range*, for example).

A **unit** with the Initiative **talent** ignores these effects.

Leader

At the end of this **unit's activation**, its **owner** may choose a **friendly unit** of **troops** in the same **area** as the Leader. The **friendly unit's owner** may search their **deck** for an activation card for that **unit** and add it to their **hand**.

If the **friendly unit** belongs to the **active player** then it may be **activated** immediately by discarding one of its activation cards. This Leader **activation** counts towards the maximum number of **unit activations** allowed for the **turn**. This **activation** does not require an **AoW card** to be discarded.

If the **friendly unit** does not belong to the **active player** then it may be **activated** immediately by discarding one of its activation cards. This Leader **activation** does not count towards the maximum number of **unit activations** allowed for the **turn.** This **activation** does not require an **AoW card** to be discarded.

Mighty Throw

This **unit** resolves ATTACKs as normal.

In addition, whenever this **unit** ATTACKs, the **owner** may discard blank results from the first assault to throw the target **unit**. Throwing a **hero** or unit of **troops** requires the **owner** to discard 1 blank result, while throwing a **monster** or **god** requires 2.

If the **owner** discarded sufficient blanks to throw the target unit, the thrown unit drops any omphalos they were carrying, and is then moved into an **area** adjacent to its starting **area**.

Mobility

When **activated**, this **unit** can ATTACK and then MOVE.

Monster Slayer

This **unit** may re-roll up to 2 dice when it ATTACKs a **monster**.

Phalanx

This **unit** gains +1 *Offence* and +1 *Defence* as long as it is in the same area as a **complete unit** of **friendly troops**.

Sneak Attack

This **unit** gains +1 *Offence* as long as a **friendly unit** is in the same **area**.

Torment

Range 0 ATTACKs by this **unit** are resolved with -1 *Defence* for the target.