Mythic Battles: Pantheon

Beta Rules

v2.4

Notes:

Anything with green highlighting is layout notes, and is NOT FOR PRINT.

Anything with yellow highlighting is not yet finished.

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**.

Definitions of Game Terms

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** that denotes how difficult it is to wound the unit. See

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

Divinity: a **god** or a **titan**.

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

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

ENTER: short for ENTER the battlefield - a **complex action**. See

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**. **Gods** and **titans** are collectively known as **divinities**.

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.

Miniature: a small sculpture representing a real world object, used as a playing piece in the game. It may stand for one of the units in an army, or as a piece of 3D terrain.

Monster: a type of **unit**.

MOVE: a **simple action**. See

Movement: a **stat** that denotes the number of **areas** the **unit** travels when taking a MOVE or RUN action. See

Offence: a **stat** that denotes the number of dice the **unit** rolls for an ATTACK. See page XXX.

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 an in-game concept, and is unrelated to 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**.

Permanent: a type of **power**. These are the only **powers** that remain in effect when a **unit** makes a **complex action**.

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: a **stat** that denotes the maximum distance (in **areas**) at which the unit may make an ATTACK. *Range* 0 is the **area** the **unit** is in. See page XXX. Also, the distance (in **areas**) between **units**.

Recall: the process of summoning a **unit** of **troops** to the same **area** as your **divinity**. 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**. **Titans** and **gods** are collectively known as **divinities**.

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** that denotes the amount of damage a **unit** can withstand before it is removed. 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

Setting up a Game

Every game of Mythic Battles: Pantheon is set up in the same way, by following these steps:

1) Choose a **scenario**.
2) **Recruit** an **army** for each player.
3) Set up the table.
4) Start the game.

Choose a Scenario

The **scenario** book in the core box contains **scenarios** for 2, 3 and 4 players. More **scenarios** are available in the various game expansions, and in the Mythic Battles: Pantheon resources section of the Mythic Games forum.

If the **scenario** to be played is not predetermined by campaign, tournament rules, or other means, each player must roll 1 dice. The player with the highest result chooses which **scenario** to play. In the event of a tie, the youngest tied player chooses.

Recruit an Army

Every player must **recruit** their own **army**.

The **scenario** and number of players determines how many **Recruitment Points** are available for each player.

The scenario will also determine the **lead player**, and any limitations on which units are available.

Follow these steps:

1) Lay out the dashboards and troop cards of the available units on the table.
2) Starting with the **lead player** and moving clockwise around the table, players take turns choosing 1 **divinity** for their army.
   a. When every player has chosen 1 **divinity**, any remaining **divinities** are removed.
   b. An army may never include more than 1 **divinity**.
3) Starting with the player to the right of the **lead player** (who was last to choose his **divinity**) and moving anticlockwise round the table, players choose the remainder of their **army**.
   a. Each time a player gets a turn to choose, they must select a single **unit** to **recruit**.
   b. When a player chooses a **unit** for their **army**, they reduce their remaining **RP** by the **unit's RP** cost and take the corresponding **dashboard** or **troop card**.

c. If a player cannot afford any of the remaining **units**, then all their remaining **RP** are converted to omphalos cards: 1 card for each unspent **RP**.

d. If a player has no **Recruitment Points** left, the other players continue choosing **units** in order, skipping the player whose recruitment has ended.

e. Continue anticlockwise around the table as many times as are needed for all players to spend all their **RP**.

f. Any **units** that were not recruited are removed.

Set up the Table

Follow these steps:

1) Place the board(s) required by the **scenario** in the middle of the table. Add any 3D terrain elements, omphalos, and other tokens or miniatures shown on the **scenario** map.

2) Place a supply of dice, **AoW cards**, and omphalos cards beside the board.

3) Each player must place in front of them all the **dashboards** and **troop** cards for the **units** they **recruited** into their **army**.

4) Each player takes the miniatures that represent the **units** in their **army** and places them on their corresponding **dashboard** or **troop** card.

5) Each player takes any tokens required by their **units**, and places them on the corresponding **dashboard** or **troop card**.

6) Each player takes the activation cards and **AoW cards** associated with every **unit** in their **army**, and shuffles them together to form their **deck**.

7) The **lead player** takes the spare **AoW cards**, and deals 3 to every player.

8) Each player **draws** 3 cards from their **deck**.

9) A player's initial hand of 6 cards is made up of the 3 **AoW cards** from the supply, plus the 3 random cards from their own **deck**.

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 whether to activate a **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 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). During their **activation**, a **unit** that is taking a **complex action** is treated as having no **talents** at all, and only **permanent powers**.

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). During their **activation**, a **unit** that is taking a **complex action** is treated as having no **talents** at all, and only **permanent powers**.

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.

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

Limit of Activations

A player may **activate** a maximum of 2 different **units** from their own army in each of their **turns**.

In addition, in games with 3 or more players, the Leader **talent** may allow a player the option of activating further **units** from friendly **armies**.

A **unit** cannot activate more than once a **turn**.

Art of War Cards & Manoeuvres

Manoeuvres are special actions that are in addition to a player's **turn**, and may happen outside it.

A player "buys" a **manoeuvre** by discarding 1 or more Art of War cards from their **hand**.

There are 6 different **manoeuvres** to choose from.

Each **manoeuvre** can only be bought once per **turn** (regardless of whose **turn** it currently is). However, note that each different **power** that is invoked counts as a different **manoeuvre**.

Manoeuvre	When allowed?	AoW card cost	Effect
Draw Cards	During steps B and C of the player's own **turn**.	1	The player may **draw** the top 1 or 2 cards from their **deck**.
Search for Card	Any time.	1	The player may search through their **deck**, and take 1 card of their choice. They must then reshuffle their **deck**.
Second Activation	During step C1 of a player's own **turn**.	1	The player may **activate** a second **unit**. See the sequence of play on page XXX.
Recall	During step D1 of a player's own **turn**, if their **divinity's area** is not full.	1	The player may recall a **unit** of **troops** that has not **activated** this **turn**, but has previously taken an ENTER action during this game. Regardless of their current state or position, even if they were no longer in play, the **complete unit** is placed in the same **area** as its **divinity**. If the **troops** were carrying an omphalos, it is dropped before they are recalled. Any tokens on the **troops** are removed and their effects cancelled.

Invoke **Power**	As described in individual **power** description on the dashboard.	Varies	As described in individual **power** description on the dashboard. Each **power** counts as a different **manoeuvre**.
Evade	When a flying **unit** in the player's **army** is declared to be the target of a *Range* 0 ATTACK (including an area ATTACK), and before any dice are rolled.	1	The flying **unit** cannot be the target of this or any other *Range* 0 ATTACK by a non-flying **unit** for the remainder of the current **turn**. The **unit** making the ATTACK may choose a different target if one is available. If no alternative targets are available then the action is taken, but wasted.

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 miniature 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 first drops any omphalos they were carrying in the **area** they are currently in, and is then moved into an **adjacent area**.

Mobility

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

Monster Slayer

This **unit** may re-roll up to 2 dice from its first **assault** when the target of its ATTACK is 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.