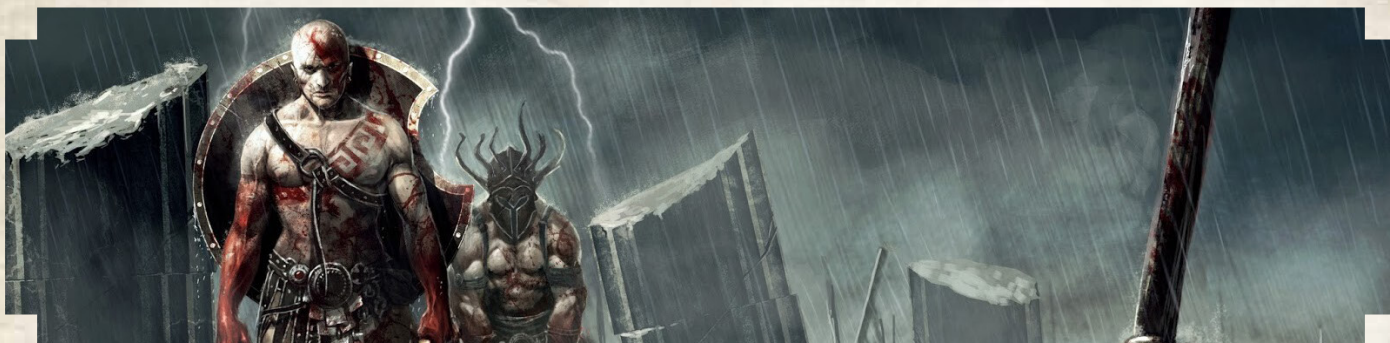# SOLO / COOPERATIVE GAME MODE RULES

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's 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 o 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.

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, while Cooperative is player vs. the game itself.

A· SOLO/COOP CAMPAIGN

1 · SCENARIO CHOICE

If playing a campaign, players begin with the first scenario. Players may also choose to play it as a standalone 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 area 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 · TABLE SETUP

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.

4 · STARTING THE GAME

The game starts with a player's turn (player's choice). Every time a player's turn ends, the 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 · SOLO SKIRMISH

1 · OPPONENT 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.

‹ · TABLE SETUP

After the player builds their deck, build the deck for the 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 the area with the Nemesis's dashboards.

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

5 · 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
• If the Nemesis controls one or more Divinities, the scenario will indicate which Troop(s) will be recalled and by which God(s).
• Troop recalls happen whenever an Art of War card is drawn during the Nemesis's turn, in addition to activating a second unit.

‹ · ACTIVATION LIMIT

Players and the 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.

▷ · 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 the Nemesis's deck runs out:
1. Shuffle the Nemesis's discard pile to form a new deck. Do not include any Destroyed units.

⚔ NEMESIS TURN SEQUENCE

The Nemesis takes a turn after each player. The turn proceeds as follows:

1. Draw one card from the Nemesis's 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 card, the Nemesis will activate 2 units this turn (and may also Recall a unit depending on the scenario).
     - Perform Step 1 to activate the 1st unit
     - Perform Step 1 again to activate the 2nd unit
     - If a second Art of War card is drawn, discard it and draw a replacement card.

F⋅ 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).
2. 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. This includes powers like Charge or Onslaught. Perform each attack in the order of the Targeting Priority.
   - **Nemesis units do not require Art of War cards to use their powers.**
   - **Nemesis units do not suffer "friendly fire" from area attacks.**
3. If the activating unit does not have an area attack, or can only attack 1 enemy unit, perform a standard Melee or Range attack using the Targeting Priority.
4. If the activating unit cannot attack any enemy units, it will Run towards the nearest target. In case of a tie, use the Targeting Priority.

⚔ 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 less than 6, 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.

H⋅ NEMESIS TARGETING PRIORITY

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

1. Area attack against the most units
2. Player God with the lowest defense
3. Hero with the lowest defense who is carrying an Omphalos.
4. Monster with the lowest defense who is carrying an Omphalos.
5. Troop with the lowest defense who is carrying an Omphalos.
6. Hero with the lowest defense
7. Monster with the lowest defense
8. Troop with the lowest defense

How to Handle Ties

If there is a tie between multiple Target units at the same priority level (for example, two heroes with 7 defense), the Nemesis unit will choose the one that enables it to take advantage of Talents (such as Block, Torment, or Force of Nature).

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

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

1 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.

6 TALENTS

All Talents work the same for players. For the Nemesis, most of the Talents work as usual. Here is a list of exceptions.

- **Mighty Throw** – A Nemesis unit will only use Mighty Throw in the following circumstances:
  - If they could not follow their Targeting Priority for an attack because a unit lower on the Targeting Priority list interfered (for example, with 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 is empty. If none are empty, or multiple are empty, the players may choose.

- **Block, Torment** – Nemesis units with these Talents 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.

- **Climb** – Nemesis units with this Talent must take into account the extended reach when determining Player units to attack.

- **Leader** – If a Nemesis units with this Talent shares an area with a Troop unit at any point during its activation, activate the Troop unit after this unit finishes activating.

- **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.

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

- **Gem Collector, Guard, Initiative** – The Nemesis will not use these Talents unless otherwise indicated in the scenario.

7 POWERS

Many of the powers work the same for players and the 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.

8 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. A Nemesis unit with Climb **and** either Block or Torment will only enter a Rock zone if the Target is in that zone **or** entering that zone allows the unit to make an area attack.

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.

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.
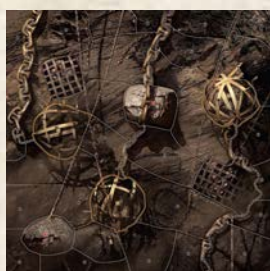
OLYMPUS IN RUINS
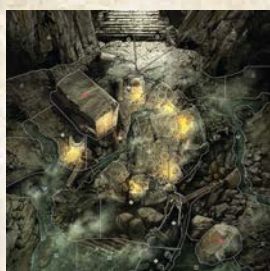
STYX RIVER

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 stardard rules except for the following:

- Units in the Excluded List (TBD).
- Units in the Nemesis's force.

🛡 1 Player: 18 RP

DEPLOYMENT

The numbers in the hexagons correspond to the same numbered unit in the seleced 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.
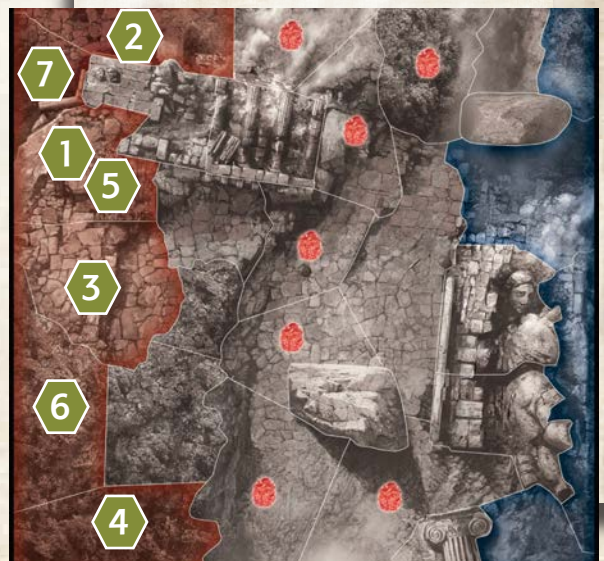
DEFEAT

THERE IS ONE WAY TO LOSE A SOLO SKIRMISH.

- WHEN THE PLAYER'S DIVINITY IS DESTROYED, THE PLAYER LOSES.

OLYMPUS 1N RU1NS

SETUP A

SETUP B

SETUP C

SETUP D

SOLO SKIRMISH ARMIES

APHRODITE

Army 1	Army 2	Army 3	Army 4	Army 5	Army 6
1. Aphrodite	1. Aphrodite	1. Aphrodite	1. Aphrodite	1. Aphrodite	1. Aphrodite
2. Campe	2. Dragon of Thebes	2. Hydra	2. Cerberus	2. Griffon	2. Nemean Lion
3. Eurytion	3. Eurytos	3. Medusa	3. Hercules	3. Medussa	3. Arachne
4. Minotaur	4. Atalanta	4. Jason	4. Aegisthus	4. Cecrops	4. Giant Spiders
5. Hoplites	5. Hoplites	5. Spartans	5. Hoplites	5. Hoplites	5. Achilles
6. Infernal Warriors	6. Infernal Hounds	6. Centaurs	6. Marsyas	6. Circe	6. Medea
				7. Giant Wolves	

APOLLO

Army 1	Army 2	Army 3	Army 4	Army 5	Army 6
1. Apollo	1. Apollo	1. Apollo	1. Apollo	1. Apollo	1. Apollo
2. Tityos	2. Orion	2. Colchidian Dragon	2. Stentho	2. Python	2. Cerberus
3. Odysseus	3. Hector	3. Phoenix	3. Lycaon	3. Heracles	3. Orion
4. Lycaon	4. Circe	4. Cecrops	4. Belleraphon	4. Eurytos	4. Jason
5. Toxotai	5. Hoplites	5. Argonauts	5. Hoplites	5. Campe	5. Hoplites
6. Spartans	6. Amazons	6. Infernal Artillerymen	6. Infernal Hounds		6. Echo
	7. Giant Wolves				

ARES

Army 1	Army 2	Army 3	Army 4	Army 5	Army 6
1. Ares	1. Ares	1. Ares	1. Ares	1. Ares	1. Ares
2. Medusa	2. Minotaur	2. Griffon	2. Campe	2. Nemean Lion	2. Hydra
3. Eurytion	3. Python	3. Heracles	3. Achilles	3. Jason	3. Achilles
4. Eurytos	4. Cecrops	4. Hector	4. Infernal Artillerymen	4. Atalanta	4. Lycaon
5. Infernal Warriors	5. Hoplites	5. Argonauts	5. Cerberus	5. Colchidian Dragon	5. Python
6. Amazons	6. Infernal Hounds				

ARTEMIS

SOLO SKIRMISH ARMIES

ATHENA

ATLAS

HADES

HECATE

HELIOS

HERMES

SCENARIO 1
A DESPERATE GAMBIT

1-3

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

When the Nemesis units deploy, place them 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	Jason
Aegisthus	Eurytos	Leonidas
Atalanta	Hector	Odysseus
Bellerophon	Heracles	Sisyphus
Cecrops	Hipplyta	
Circe	Icarus	

2 · TROOPS

Amazons	Hoplites	Spartans
Toxotai	Centaurs	Giant Wolves*
Myrmydons	Argonauts	

3 · MONSTERS

Echidna	Orion

4 · GODS

Athena	Hades	Zeus
Artemis	Persephone	

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.

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!

NON-CAMPAIGN

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.

CAMPAIGN

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

The Nemesis units are placed on the map as indicated except for Apollo, who must depoy as usual. The 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 an 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 ACCOMBLISH 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 inspring 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.
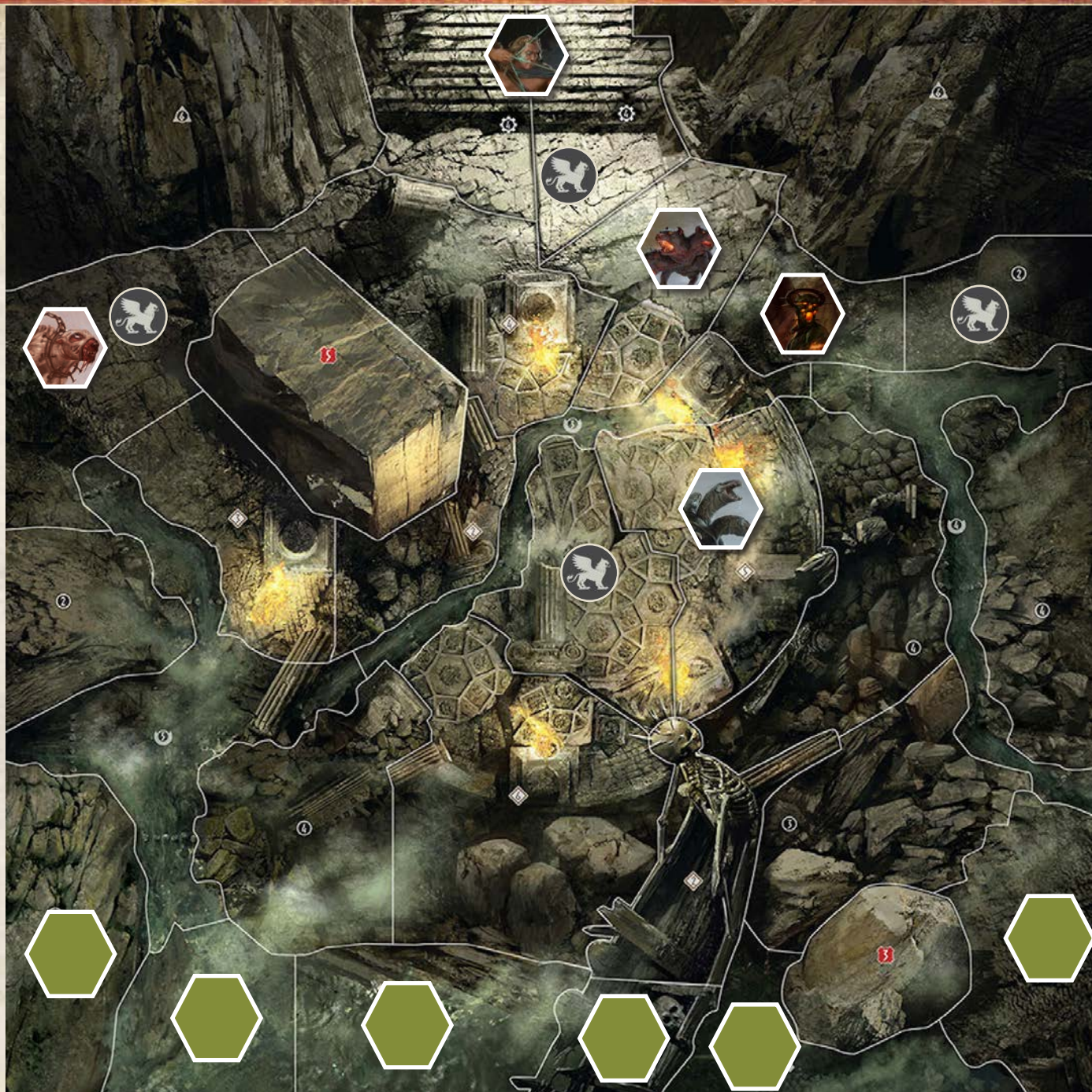
SPECIAL RULES

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.

APPENDIX

This section provides clarifications on unit powers. If a specific power is not mentioned, it works as usual.

1· GOD 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.

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. Whenever the Satyr unit is destroyed, immediatley 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, recall **Giant Spiders** if they are not at full vitality.

Campe
Player: No Change.
Nemesis: At the end of every Campe activation, use **Campe's Sting**.

Cerberus
Player: No Change.
Nemesis: Always use **Three Headed Bite** unless Cerberus cannot reach the target unit to attack, in which case use **Blazing Breath**.

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 and 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 the nearest friendly Monster.

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.

Lycaon
Player: No Change.
Nemesis: No Change.

Medusa
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 Range 0 attack as long as there are no Nemesis units in the area. 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 0, 1, 2, or 3 (in that order).

Nemean Lion
Player: No Change.
Nemesis: No Change.

Orion
Player: No Change.
Nemesis: Always reroll blanks using **Hunter** 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.

Stheno the Gorgon
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 Range 0 attack as long as there are no Nemesis units in the area. 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.

Tityos
Player: No Change.
Nemesis: Use **Rock and Roll** if it enables Tityos to attack multiple units. Use **Earthquake** if Tityos did not use Rock and Roll AND if another Nemesis unit won't activate after Tityos.

⚡ HERO POWERS

Achilles
Player: No Change.
Nemesis: Always use **Achilles' Prowess** if possible.

Aegisthus
Player: No Change.
Nemesis: Always use **Poisoned Dagger** if the target is a Hero.

Atalanta
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.

Circe
Player: No Change.
Nemesis: For **Pack Leader**, when an art of war card is drawn, recall Giant Wolves if they are not at full vitality. Always use **Metamorphosis** if possible, and always recall the Giant Wolves when using it.

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: No Change.

Eurytos
Player: No Change.
Nemesis: No Change.

Hector
Player: No Change.
Nemesis: Use **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.

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.

Marsyas
Player: The Nemesis will not remove a **Challenge** token.
Nemesis: Marsyas does not move when he activates.

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 is the first Nemesis unit to activate, use **Subterfuge** to activate a second unit. **Cunning** has no effect for the Nemesis.

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).

Sisyphus
Player: No Change.
Nemesis: The Nemesis should not use this unit.