

## HELLENICA QUICK REFERENCE

ACTIONS	Action	Effects
	Build	Place Academy, Barracks, Docks, Market, Stables, Temple, Walls, Wonder
	Train	Produce Hoplitess, Cavalry, Triremes, or a Hero
	Research	Gain and spend Philosophers to research an Advancement (3 commerce = 1 philosopher)
	Worship	Gain Favor
	Supply	Gain 1 commerce or Move units from a single area (Sea Transport: 2 Hoplitess and/or Cavalry per Trireme + any number of heroes)
	Exchange Commerce	3 commerce → Activate a building or Build a new City Upgrade without spending a cube
	Pass	Discard all action cubes (1 cube → 1 commerce, ≥ 2 cubes → 2 commerce)

COMBAT	Army Contains	Bonus	Outcomes
	[elite] Cavalry	[2×] red die	Winner (greatest combat strength) removes 1 enemy unit.
	[elite] Hoplite	[2×] green die	
	[elite] Trireme	[2×] blue die	
	Hero	1 yellow die	Hero die results: $\left\{ \begin{array}{lll} ++ & \rightarrow & +2 \text{ bonus} \\ + & \rightarrow & +1 \text{ bonus} \\ - & \rightarrow & \text{hero dies} \\ \square & \rightarrow & \text{no impact} \end{array} \right.$
	Combined Arms (both cavalry & hoplitess)	+1 green die unless city walls present	
	City Walls	+1 bonus & +1 green die No Combined Arms bonus	
	Brilliant General/Admiral	+1 bonus	Withdrawal possible after each combat round. (unless Mythological creature present there)

### RAIDS

If the Active Player's units solely occupy an Area with enemy City Upgrades on Mines during a Movement action, they may raid them. The Active Player removes any City Upgrades they wish from the Area and returns them to the pool.

### DUELS

Only Heroes can harm Mythological Creatures. If the Active Player has not Passed and has a Hero on an Area containing a Creature, the Hero must Duel the Creature: roll the Yellow die once for each Hero on the Area. If + or ++ then the Creature is destroyed and the Active Player takes the Creature Marker. If –, then the hero is killed.

### AREA REDUCTION

If a World Events causes an Area Reduction, players on the Area must remove a total of 2 of their units and/or City Upgrades from the Area. If all units and City Upgrades on a city are destroyed then the city becomes neutral; starting Home Cities revert to original control instead.









### REVOLTS

If a World Event causes a Revolt, roll the Yellow Die. Add number of + (or subtract –) to # of units in city. Subtract # of City Upgrades in city. If the result is < 0 then the owning player removes a number of units from the city equal to the negative number. If there are no units in the city after the Revolt then the city reverts to neutral (or its original owner if a starting Home City). A revolt may not occur in a Government City.

### UPKEEP PHASE (after all players pass)

- Mythological Creatures perform actions
- Conquer Cities – Upgrades under construction in enemy controlled cities are destroyed as are half (rounded down) of other upgrades chosen randomly. Upgrades on mines are unaffected.
- Check for Victory
- Retrieve tokens and Action Cubes (unless area contains Mythological Creature) and replenish player boards. Receive Deity Cards if a Temple for a new Deity was constructed.

## BUILDINGS

Barracks	Stables	Docks	Academy	Temple	Market	City Walls	Wonder
							
• Produce Hoplite(s)	• Produce Cavalry	• Produce Trireme(s)	• Produce Hero OR • Philosophers + Research	• Gain Favor	• Supply Movement OR • Gain 1 Commerce	• Defense Bonus	• Matches every building type in the city

## MYTHOLOGICAL CREATURES



### CETUS

*Place the Cetus on a Sea Area*

Attacks with a Combat Strength of 3. The Cetus cannot be eliminated by this Combat. If the Cetus wins or ties, it eliminates 1 random Trireme. If the Cetus wins, perform another round of Combat to a maximum of 2 rounds. No Sea Transport may occur through this Area.



### CYCLOPS

*Place the Cyclops on an Island Area*

Roll the Yellow die once for each Trireme on adjacent Sea Areas and for each unit and City Upgrade on the island. On a – result, remove that unit or City Upgrade.



### HYDRA

*Place the Hydra on a non-City Land Area*

Attacks units on the Area with a Combat Strength of 4. The Hydra is not eliminated by this Combat. If the Hydra wins or ties, it eliminates 1 random non-hero unit. Additionally, if the Hydra wins, perform another round of Combat to a maximum of 2 rounds.



### MEDUSA

*Place Medusa on a non-City Land Area*

Roll the Yellow die once. On a + or ++ result, the Medusa does nothing. Otherwise remove 1 random non-Hero unit from the Area. In addition, each attempt to Supply the Area requires a roll of the Yellow die. On a – or □ result, the Supply is cancelled. The Market is exhausted regardless of result.



### MINOTAUR

*Place the Minotaur on a non-Government City Area*

Roll the Yellow die once. On a roll of ++, the Minotaur does nothing. Otherwise choose and remove 1 City Upgrade. If there are no City Upgrades, remove 1 random non-Hero unit.



### SCYLLA

*Place Scylla on a Sea Area*

Roll the Yellow die once. On a + or ++ result, Scylla does nothing. Otherwise remove 1 random non-Hero unit from the Area. In addition, each attempt to Supply the Area requires a roll of the Yellow die. On a – or □ result, the Supply is cancelled. The Market is exhausted regardless of result.



### SPHINX

*Place the Sphinx on a non-Government City Area*

Roll the Yellow die once. On a roll of ++, the Sphinx does nothing. Otherwise remove 1 random non-Hero unit. If there are no units, choose and remove 1 City Upgrade.

Cities that lose all units and City Upgrades due to a Mythological Creature become neutral (Home Cities revert to their original owners).