

HADES

- **Recruit:** 1-5 Undead Units (troops and/or fleets)
- **Build:** Necropolis
- **Move** troops and/or fleet (with at least one undead)

PRIESTESS



You can discard a priestess to avoid paying the cost of maintaining a Hero

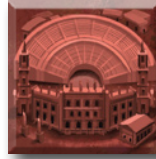
You can discard a priestess to avoid discarding a creature figurine and benefit from its effect for another turn.

EFFECT OF BUILDINGS



NECROPOLIS

For each regular military unit (not undead troops or fleets) eliminated from the board, whether through battle or the effect of a mythological creature, a Gold piece is placed on the Necropolis. During the next income phase, the player controlling the island where the Necropolis is located takes all the Gold pieces from the Necropolis.



THEATER

The theater building is a "Wild" building that can replace any other structure to obtain a metropolis.

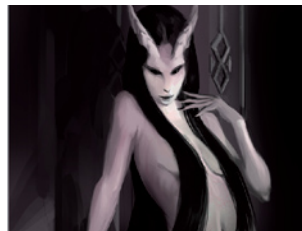
The drawback: theater has no special effect!

MYTHOLOGICAL CREATURES



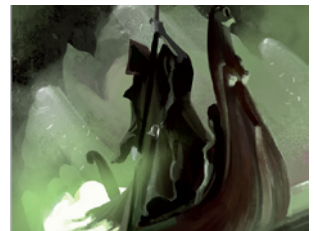
ERINYES

Take a Prosperity Marker from one island and transfer it to one of your islands (the cornucopias printed on the board are obviously not affected by the Erinyes).



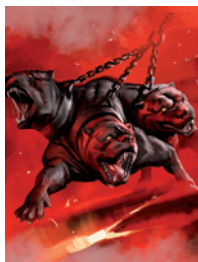
EMPUSA

Steal all Gold pieces in the Necropolis (use this card only if you play with the Hades module).



CHARON

Hire a Hero from among those previously removed from the game. This hero comes back from the dead!
Penthesilea cannot be brought back if a player used her sacrificial power because she is not dead, she's retired!



CERBERUS

This card is played in the same way as the Minotaur, Polyphemus, Chiron and Medusa.

Place the figurine on the island of your choice. During the "3 - Revenues" phase you will collect the income from this island instead of the player controlling it.

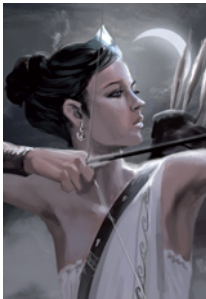


CHIRON

This Centaur card replaces the one included with the base game. Do not use both cards.

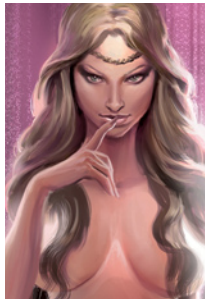
The Centaur still protects his island from Pegasus, Giants, and the Harpy, but he now also protects it against the Erinyes, Empusa, and the sacrificial power of Perseus.

DIVINE FAVORS



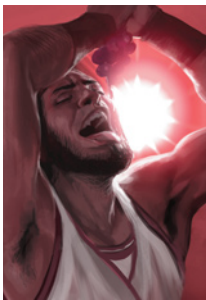
ARTEMIS

- Receive for Free: A Priestess card.
- Only once per turn: You can discard as many priests and philosophers as you want to recruit an equal number of troops or fleets.



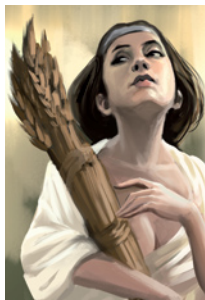
APHRODITE

- Receive for Free: A Priestess card.
- Only once per turn: For 2 Gold pieces, you can double the number of troops present on one of your islands.



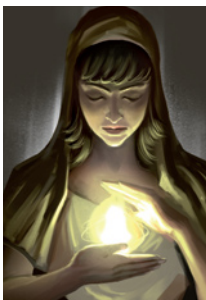
DIONYSUS

- Receive for Free: A "magic item" card.
- Only once per turn: For 2 Gold pieces, you can build a theater (See previous page).



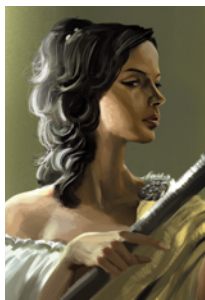
DEMETER

- Receive for Free: A Priestess card.
- Only once per turn: Gain 1 Gold piece for each island under your control.



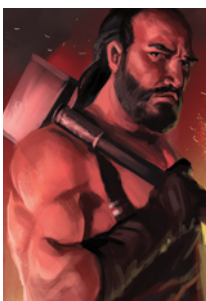
HESTIA

- Receive for Free: A Priestess card.
- Only once per turn: For 2 Gold pieces, you can build the standard building of your choice.



HERA

- Receive for Free: A Priestess card.
- Only once per turn: For 2 Gold pieces, you can discard the top card of the creature deck. Continue until you discard a Hero. That Hero joins your side immediately. If the Chimera is drawn, reshuffle the deck and resume drawing until you find a hero.



HEPHAESTUS

- Receive for Free: A "magic item" card.
- Only once per turn: For 2 Gold pieces, you can draw 2 additional "magic item" cards, keep one face down, put the other back and reshuffle the draw pile.



HERMES

- Receive for Free: A "magic item" card.
- Only once per turn: You can place a Prosperity Marker on any sea space on which you have at least one fleet. This space will generate additional income during the revenues phase of each turn.

MAGIC ITEMS



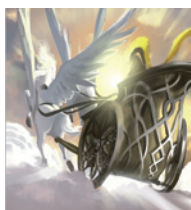
ARTEMIS' ARROWS

Play this card during your turn: Remove a creature figurine from the board (not usable on a Hero).



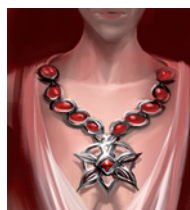
PANDORA'S BOX

Play this card during your turn: Steal a priestess from an opponent.



THE CHARIOT OF THE SUN

Play this card during your turn: Rearrange all your ground troops on your islands as you wish.



THE NECKLACE OF HARMONY

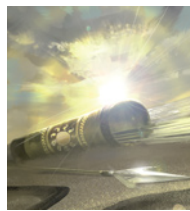
Play this card after all players have paid their bids: You cannot be the target of any military strike (neither on the ground nor at sea) until the end of turn.

POSEIDON'S TRIDENT



Play this card during a naval battle, whether in attack or defense, just before you roll the dice: For this round only, roll an additional combat die. Its result is added to the regular die.

APOLLO'S ARROWS



Play this card during a ground combat, whether in attack or defense, just before you roll the dice: For this battle assault only, roll an additional combat die. Its result is added to the regular die.

APHRODITE'S BELT



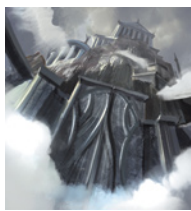
Play this card once the God tiles have been reshuffled and put into place: You can prevent an opponent of your choice from placing an offering marker on the God of your choice for the duration of this round.

ZEUS' AEGIS



Play this card when rolling for the column on Hades' Tile (Threat side), after the die roll, you can roll again and add or subtract the second result to the original roll. The column is moved according to the total obtained (even if the first roll reached 9).

THE PALACE ON MOUNT OLYMPUS



Play this card just after the gods are set up in the normal way: Rearrange the gods in the order of your choice. *(It is possible, for example, to place Hades in the first position. The only certainty is that Apollo*

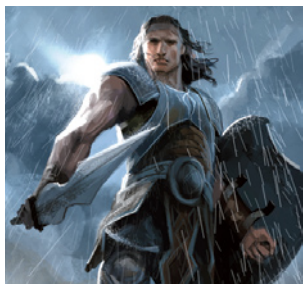
keeps the last position!)

PELOPS' SCEPTER



Play this card during your turn: Discard the top card of the creature deck. Continue until you discard a creature with a figurine. That creature joins your side immediately. If the Chimera is drawn, reshuffle the deck and resume drawing until you find an appropriate creature.

HEROES



ACHILLES

- **Military power:**
In battle, he counts as two troops
- **Sacrificial power:**
If you have 4 islands when Achilles is sacrificed, build a metropolis on one of your islands.



ULYSSES

- **Military power:**
when he joins an attack, the defender does not get any bonus for Fortress and / or Metropolises.
- **Sacrificial power:**
When Ulysses is sacrificed, you can build a metropolis using only 1 Port + 1 Temple + 1 University



HECTOR

- **Military power:**
If Hector is attacked, the attacker loses a Troop before the fight.
- **Sacrificial power:**
When Hector is sacrificed, you can discard 2 priests to recruit 1 philosopher, or 5 priests to recruit 2 philosophers.



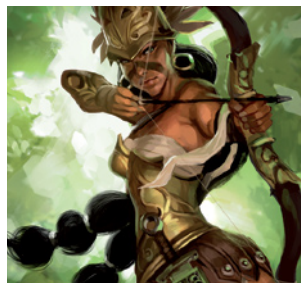
PERSEUS

- **Military power:**
When Perseus loses a battle round, he may let one troop retreat instead of destroying it (this effect can be used several times per round, but cannot be used on himself).
- **Sacrificial power:**
When Perseus is sacrificed, you can move some or all of the troops present on his island to any other island that is not protected by a Hero.



MIDAS

- **Military power:**
During battle, you can pay 1 Gold piece to re-roll your dice (as many times as desired).
- **Sacrificial power:**
If you pay 15 Gold pieces when Midas is sacrificed, build a metropolis on one of your islands.



PENTHESILEA

- **Military power:**
You win any ties rolled during battles (you do not lose any troops).
- **Sacrificial power:**
If Penthesilea is sacrificed when you build a metropolis, it is built on the secret island of the Amazons. Put the building on Penthesilea's card. This metropolis can never be captured.