

This set features Groovy Greeks vs. Vicious Vikings and can be played as a standalone game or combined with the Midnight Riders and Echoes of the Plains decks. These rules supersede the previous rulebook.

Special Terms

1. STATE POINTS: Each player starts with 50 in a full game and 25 in a half game. You gain or lose them as a result of battles or instruction cards. Add or subtract points using score dice or a digital device.

2. WAR ZONE: This is where you play your own cards.

A. BATTLEFIELDS: This is where you play Battlefield cards.

B. TRENCH: Combatants are played here.

C. MUSEUM: This is your discard pile.

D. EFFECT ZONE: This will feature special cards that influence the War Zones.

E. COMMAND ZONE: This is where you play Supplies, including Weapons.

F. DECK ZONE: This is for your face-down deck.

3. SUB-TYPE: Combatants have Sub-Types. They are General, Civilian, Soldier, and Warrior. They matter only if a card effect says they do.

4. COMBAT STATS: This determines the effectiveness of this card in battle. There are two stats: ATK (attack) and DEF (defense).

5. Other cards:

Green- Battlefield cards

Black- weapon cards

Silver- hold cards

Yellow-action cards

To play:

1. Shuffle your deck, let your opponent cut it, and put your deck in your deck zone. Decide who goes first. Whoever goes first, cannot attack on his/her turn.
2. Draw 5 cards to begin the game. You are maxed at 10 cards in your hand at any one time.

Draw Phase:

On turn 1, draw 1 card. You can fill your hand to 5 cards if you have fewer than 5 cards. It's your choice (example: You have 1 card. Draw up to 4 cards). You may draw your cards during the End Phase if you want extra time to read the card effects, then you may NOT draw any new cards during your Draw Phase.

Action Phase:

Before you attack, you are limited to 6 actions per turn. Here are your action choices:

A. Play a Battlefield card: You may have one Battlefield on the field at any time and may only play one per turn. You may discard an active battlefield at the beginning of your turn for no penalty or pay 2 State Points to replace or discard it during your Action Phases.

B. Play a hold or weapon card: You may equip a Combatant with a weapon card or hold card (if the hold card says to equip it) OR put them in your Command Zone (max 5 slots). If you want, you can swap weapons between Combatants at a cost of 2 State Points each time you use this. Limit 1 weapon per combatant, and 1 weapon equip per turn (unless a card says otherwise)

C. Play an Action card: Action cards are ONLY played in the Command zone, max 5 in one turn. It stays in your zone until the end of your turn, when you discard it.

D. Play a Combatant: You may play one Combatant per turn, provided you have room in your Trench (unless you have a card that says 'Special Order', in which case you can bring more Combatants without it counting against your 1 per turn penalty). Place the card face-up vertically. The red number is used on your turn, the green when it's your opponent's turn. Combatants' special abilities take place before any other card type's special abilities, beginning with the Combatant attempting to use his/her effect. If you wish, you may send a Combatant from your Trench to your Museum (but never back to your hand) for a cost of 2 State Points per occurrence. You lose all cards attached in this case.

Any Combatant with a star requires payment to play. The number of stars equals the number of combatants you must discard from your hand or trench to play a person. So if you want to play Thor, your options for payment are:

3 Combatants in your trench

3 Combatants in your hand

2 Combatants in your trench, 1 in your hand

2 Combatants in your hand, 1 in your trench

If they have no stars, bring them out. No tapping for all Combatants, with or without stars.

BATTLE PHASE (BP)

Once per turn, you may choose to attack either an enemy Combatant or your opponent's State Points directly (Battle is not considered one of your 6 actions). Each Combatant may attack once per turn only. There is no attack penalty unless a card effect says otherwise. Choose one Combatant in your Trench with which to attack and tell your opponent which Combatant in their Trench your chosen Combatant will attack. One Combatant attacks one Combatant or one opponent.

No Combatant may fall below "0" in ATK or DEF. Here's how you calculate the damage:

1. Select an attacking Combatant and determine its Total Attack Value: a. Base ATK value: + Battlefield effect bonus + Hold/weapon bonus + Bonus from other active card effects - Effects of other cards that affect that Combatant

2. Select a defending Combatant (if applicable) and determine its Total Attack Value or Total Defense Value, depending on which mode it is in at the time of the attack: a. Base ATK value for attack mode: + Battlefield effect bonus + Hold/weapon bonus + Bonus from other active card effects - Effects of other cards in play that affect that Combatant b. Base DEF value for attack mode: + Battlefield effect bonus + Hold/weapon bonus + Bonus from other active card effects - Effects of other cards in play that affect that Combatant

3. Subtract the defending Combatant's Total Defense Value from the attacker's Total Attack Value. The higher number always wins, and the loser (either player) must subtract the difference between the higher number and lower number from his/her State Points total. The loser goes to the Museum, along with any attached cards.

If the defending player has no Combatants in their Trench, the attacking player may subtract the entire Total Attack Value of the attacking Combatant from the defender's State Points total.

If the two Combatants in battle have an equal Value, both Combatants and all attached cards are sent to their player's Museum.

Example 1: You have Alexander the Great holding a Xiphos with no other cards in play, for a total ATK of 9. Your opponent has Rollo with a Defense Value of 3 with no weapon but Paris is in play. Alexander kills Rollo and you pay 3 State Points (for Paris's effect). Your opponent loses 6 State Points and Rollo.

Example 2: You have the Berserker, with no weapon, going up against Cadmus but Long Walls is in play. Your Berserker has a Total Attack Value of 3, and Cadmus has 3 Defense. Both Combatants are sent to the Museum.

ACTION PHASE 2 (AP2):

If you have had your Battle Phase, but have not yet completed your 6 actions, you may take more actions, up to your limit, if you choose. Once you are done making moves this turn, your turn ends.

END PHASE:

Once your turn is over, you MAY choose to draw up to fill your hand. Resolve any card effects from cards on the field before your opponent's turn begins.

WINNING! The winner is the player who successfully reduces their opponent's State Points to zero or is the last player with cards remaining to draw.

MULTIPLAYER All players must have their own deck, either pre-built or drafted from a common set of cards (min. 25 cards per deck in this case). Each player starts with 25 points. Cards which specify a round mean all players must go to count as a round.