

## ILIAD Rules Summary

<p><b>Setup</b></p> <p>12 army cards per player</p> <ul style="list-style-type: none"> <li>• 3 players: Reveal 1 Victory card; Heroes 1 – 3</li> <li>• 4 players: Reveal 2 Victory cards; Heroes 1 – 4</li> <li>• 5 players: Reveal 3 Victory cards; Heroes 1 – 5</li> </ul> <p>Youngest player starts.</p>	<p><b>Thanatos Siege</b></p> <ul style="list-style-type: none"> <li>• Players who pass choose a Hero, but no longer take turns.</li> <li>• When all players pass, players take Victory cards in order of Army Points (most points picks first). Heroes break ties.</li> <li>• Player with fewest Army Points takes Thanatos card.</li> </ul>	<p><b>Gorgon Siege</b></p> <ul style="list-style-type: none"> <li>• Trojan Horses are not allowed.</li> <li>• Players who pass are out. They don't take a Hero card.</li> <li>• If a player starts his turn with the most Army Points, that player wins and takes one Victory card. Other players get nothing.</li> </ul>
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<p><b>On a player's turn</b></p> <ul style="list-style-type: none"> <li>• Pass, or</li> <li>• Deploy a card into your army, or</li> <li>• Attack with a card already deployed.</li> </ul>	<p><b>At end of siege</b></p> <p> <math>\hookrightarrow</math> Agamemnon goes to winner of the siege.</p> <p> <math>\hookrightarrow</math> Athena goes to player with most City points. If there's a tie, Athena stays where she is.</p> <p> <math>\hookrightarrow</math> Poseidon goes to player with most Trireme points. If there's a tie, Poseidon stays where he is.</p> <p>Deal three cards to each player.</p> <p>Player with Agamemnon reveals Victory, Hero and Oracle for next siege cards and plays first.</p>
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### Army Cards

	<p><b>Hoplites</b></p> <ul style="list-style-type: none"> <li>• Does not attack. Exists only to provide Army Points.</li> <li>• Play on a higher-value Hoplites to form a <i>phalanx</i>. <ul style="list-style-type: none"> <li>◦ A phalanx is worth the total value of the cards times the number of cards. For example, a 4-2-1 phalanx is worth 7 points <math>\times</math> 3 cards = 21 Army Points.</li> </ul> </li> <li>• On an Elephant, worth double value.</li> </ul>		<p><b>Harrow</b></p> <ul style="list-style-type: none"> <li>• A Chariot may not attack an army that has a Harrow.</li> </ul>
	<p><b>Archers</b></p> <ul style="list-style-type: none"> <li>• May attack unprotected Archers.</li> <li>• May attack unprotected Hoplites. If target is a phalanx, destroy lowest-value Hoplites.</li> <li>• On an Elephant: <ul style="list-style-type: none"> <li>◦ Worth double value.</li> <li>◦ Destroy highest-value Hoplites in a phalanx.</li> </ul> </li> </ul>		<p><b>Ballista</b></p> <ul style="list-style-type: none"> <li>• May attack a Chariot.</li> <li>• May attack an Elephant.</li> </ul>
	<p><b>Elephant</b></p> <ul style="list-style-type: none"> <li>• Does not attack.</li> <li>• May carry up to two Archers or Hoplites in any combination.</li> <li>• Hoplites on an Elephant may not form a phalanx.</li> <li>• Archers on an Elephant may destroy strongest Hoplites in a phalanx.</li> <li>• Troops on an Elephant are worth double value and are <i>protected</i>.</li> <li>• Troops on an Elephant are not killed if the Elephant is killed.</li> </ul>		<p><b>Catapult</b></p> <ul style="list-style-type: none"> <li>• May attack a Catapult.</li> <li>• May attack a Ballista.</li> <li>• May attack a Harrow.</li> <li>• May attack a Trojan Horse.</li> </ul>
	<p><b>Trojan Horse</b></p> <ul style="list-style-type: none"> <li>• Not playable in a Gorgon siege.</li> <li>• May carry any number of Hoplites or Archers.</li> <li>• Troops are played into a Trojan Horse face down and are <i>protected</i>.</li> <li>• Troops in a Trojan Horse are not killed if the Trojan Horse is destroyed.</li> <li>• After all players pass, troops in a Trojan Horse may deploy. Troops from the Trojan Horse may deploy into phalanxes or on an Elephant.</li> </ul>		<p><b>Chariot</b></p> <ul style="list-style-type: none"> <li>• May attack unprotected Archers.</li> <li>• May attack unprotected Hoplites.</li> <li>• May attack without first deploying.</li> <li>• Cannot attack an army that has a Harrow.</li> </ul>