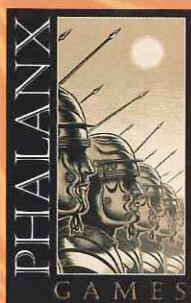


HECTOR AND ACHILLES

T H E T R O J A N W A R



A CARDGAME BY L. COLOVINI, M. MAGGI AND F. NÉPITELLO



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1.0 INTRODUCTION

Hector and Achilles: The Trojan War is an exciting cardgame for 2 players in times chanted by Homer.

One player leads the Trojan army, the other the Achaeans. In a series of battles they try to beat their opponent. Heroes of the *Iliad* are helping them to achieve this aim.

Hector and Achilles can be played to completion in about 30 minutes.

2.0 COMPONENTS

Each copy of *Hector and Achilles* contains:

- ♦ 108 cards (96 troop and 12 hero cards)
- ♦ 2 gameboards
- ♦ 19 game pieces (6 *divine favor* markers, 6 *shame* markers, 6 *fate* tiles, 1 *attacker* marker)
- ♦ 1 rules booklet

If any of these parts are missing or damaged, we apologize for the inconvenience and ask that you contact us to receive any replacement parts needed.

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2.1 The Cards

Hector and Achilles contains 108 cards, 54 for each player. Most cards (48) represent troops, 6 represent various heroes of the *Iliad*.

The cards composing the army and hero stacks are in 6 different colors (red, green, blue, yellow, purple and brown). Each color set of troop cards is valued twice from 1 to 4 (for a total of 8 cards per color), corresponding to different troop types (1 are slingers, 2 are archers, 3 are peltasts, 4 are hoplites).



Each set of hero cards consists of one card in each of the 6 colors with values ranging from 3 to 6 and corresponding to the heroes of Homer.



2.2 The Fate Tiles



The square *fate* tiles show one of the 6 colors per side. These come from the 6 colors of the troop cards. During

a battle, one fate tile is placed face up between the players so that each player has one color facing him.

2.3 The Divine Favor Markers

Each player receives

3 *divine favor*

markers in one color, either red

or blue, that are

initially placed on the gameboards. They will be used during the game.



2.4 The Shame Markers



The 6 *shame* markers are initially kept aside. They will enter play during the game.

2.5 The Attacker Marker

At the start of the game the Achaean player is the attacker. In subsequent battles, the winner of the previous one receives the attacker marker. This marker is given to the attacker in a battle as a reminder.



3.0 STARTING PLAY

One player leads the Trojan army and receives a gameboard, 48 Trojan troop cards, 6 Trojan hero cards and 3 divine favor markers. The Trojan heroes are: Acamas, Aeneas, Glaucos, Hector, Paris, and Sarpedon.

The other player leads the Achaean army and gets a gameboard, 48 Achaean troop cards, 6 Achaean hero cards and 3 divine favor markers. The Achaean heroes are: Aias, Achilles, Agamemnon, Diomedes, Menelaos and Odysseus.

First, each player:

- ♦ positions the gameboard in front of himself and opposite the gameboard of his opponent;
- ♦ shuffles his 48 troop cards and divides them blindly (face down) in 4 stacks of 12 cards each. These stacks are placed on the gameboard in the 4 army squares;
- ♦ shuffles his 6 hero cards and places them on the gameboard in their square;
- ♦ places the 3 divine favor markers of the right color in their box on the gameboard.

The 6 shame markers are kept aside until needed.

The fate tiles are shuffled face down and put between the players.



A game of *Hector and Achilles* consists of a series of individual battles, fought by the players with cards taken from opposing army stacks. Pivotal to each player's tactics are the hero cards and the fate tiles.

4.0 OVERVIEW

At the beginning of each battle, each player draws 4 troop cards plus the topmost card from his hero stack.

During a battle, the players play troop cards from their hand to the table. Usually, the aim is to reach the highest total with the numeric values of the cards played. A player can always play any troop card from his hand, so the higher the number, the better.

However, of the 6 available colors, only 2 are valid for victory at the end of a battle. One color is the one shown on the side of the fate tile facing a player, the other the one shown on the hero card drawn.

The valid colors are definitely determined at the end of a battle, when all cards have been played. Therefore, a player can pretend to play a formidable hand even if he does not possess the correct set of colors.

The aim of such a bluffing strategy is to force opponent to retreat before the end of the battle, for fear of losing it completely.

On the other hand, a player can renounce the bluffing strategy and deploy his hero card along with his army cards on the table to make use of his superhuman strength and divine favor.

In any case, a player may always retreat, forfeiting all cards he has played so far, but avoiding to lose his whole hand. Of course, it is a shameful act to retreat in the face of the enemy. Therefore the retreating player gets a shame marker for his dishonorable behavior.

Note: Often battles end with the depletion of one active army stack. If all three stacks composing the first line of a player are depleted, the opponent wins the game. If the home stack (the stack behind the first line of stacks) of a player is depleted, the opponent also wins the game.

5.0 SEQUENCE OF PLAY

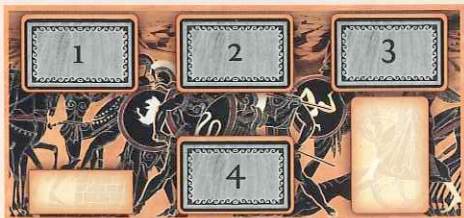
In every battle one player is the attacker and his opponent is the defender. At the start of a game, the Achaean player is the attacker and the Trojan player is the defender. In all following battles, *the winner of the previous engagement is the attacker.*

Each battle begins with an *Opening Phase*, followed by *Individual Turns* of each player, ending in a *Fate Sequence*. When each player has completed 4 *Individual Turns*, the battle ends with a *Victory Check*. Players prepare for the next battle with the *Closing Phase*.

5.1 Opening Phase

- ♦ The attacker takes the topmost card of any one of his 4 army stacks (of his choice, without first looking at the card) and reveals it. He places it on the table. This card is called the *vanguard*.
- ♦ The number on the vanguard card indicates the number of the army stack that will fight the coming battle. As shown in the illustration on the next page, the army stacks on the gameboards are considered numbered. Each number refers to two opposing army stacks of the first line to be used during the current battle. If an army card with the value 4 shows up, the attacker can freely choose the stack to use. If the number refers to a stack that has already been depleted during play, the home stack *must* be used in its place.

Note: The army stacks of the Achaean player (the original attacker) are numbered from left to right 1, 2, 3, the army stacks of the Trojan player are numbered from left to right 3, 2, 1. In this way identical numbers are always opposite. The home stacks are the stacks behind these.



- ♦ The attacker turns the top fate tile face up. He places it between the two game boards in front of the active army stack. The fate tile may be oriented in any way the attacker deems fit, however, one color must directly face the attacker and one the defender. Finally he positions the *vanguard* to the very left on his side of the fate tile, see illustration.
- ♦ The defender reveals the topmost card of the army stack involved in the coming battle (his *vanguard*), placing it on his side of the fate tile.
- ♦ Each player draws 4 troop cards from his active stack plus the top card from his hero stack to compose his hand of 5 cards.

5.2 Individual Turns

Starting with the attacker, each player takes one individual turn, consisting of

- taking one optional action (one from *Discard and Draw*, *Change Hero*, *Deploy Hero*, *Boost Army Card* or *Retreat*: see below) and
- playing one mandatory army card next to the vanguard.

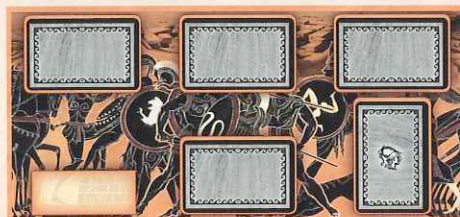
Since both players have 4 troop cards in their hands they will play 4 alternating individual turns, each one followed by a *fate sequence* (Exception: Retreat).



vanguard



vanguard

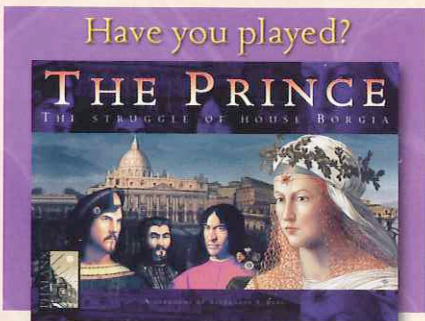


Possible actions:

- ♦ *Discard and draw*: the player discards one troop card from his hand, then draws one new troop card from the active stack. If that stack is depleted, he draws a card from the home stack.

Note: A card discarded under *discard and draw* is out of the game, regardless of the outcome of the battle. Use this action wisely!

- ♦ *Change Hero*: the player places his hero card face down under his hero stack and draws the topmost hero card.
- ♦ *Deploy Hero*: the player places his hero card on top of one troop card already played (including the *vanguard*). The hero card counts as a standard troop card. The troop card below the hero card does not count anymore, neither for the fate tile color nor for the final score of the battle.
- ♦ *Boost army*: this action can be taken only if a player has already deployed his hero card. The player places one divine favor marker on top of one troop card already played (not on a hero!). The troop card receives a +1 bonus to its numeric value. A player can only place one marker per troop card.
- ♦ *Retreat*: a player chooses to abandon the battle. See 5.4 for details.



5.3 Fate Sequence

Each time both players have conducted their individual turns, *superiority* must be checked. The numeric values of all the cards played on each side including bonuses due to any divine favor markers are added (colors are ignored). The player with the highest total may now turn the fate tile 90 degrees in any direction (this is not mandatory!); in the case of a tie, the fate tile cannot be turned.

Afterwards, play resumes with another individual turn by each player. In the fourth and last turn the *fate sequence* is followed by the *victory check*.

5.4 Victory Check

If the battle continues until the fourth and final turn, both players check for victory after the fate sequence.

- ♦ Both players reveal their hero card (if it is still in hand and not played).
- ♦ The players add the numeric values of their cards in play of the colors displayed on their respective side of the fate tile and on their hero card (no matter if deployed or just revealed), including divine favor marker bonuses played.

Example: Tom has the yellow color in front of him. His unplayed hero is Aias (green, 5). His scoring colors are yellow and green. Tom has played a yellow peltast (3), a yellow hoplite (4), a yellow archer (2), a red slinger (1), and a blue archer (2). His total for the battle is 9, because he can only add up the values of the three yellow army cards in play (Aias does not add his numeric value because he was not deployed and among the cards played there are no green ones).



Tom



Lin

Lin has blue facing her. Her hero is Acamas (purple, 4) so her scoring colors are blue and purple. During the battle Acamas was deployed on top of a blue slinger that now does not count. Her other cards are a purple peltast (3) boosted by a divine favor marker (+1), a green slinger (1), a red hoplite (4) boosted by a divine favor marker (+1), and a blue peltast (3). Her total is 11 (Acamas' 4 plus the purple peltast's 3 + 1 plus the blue peltast's 3). Neither the red hoplite nor the divine favor marker on this card are counted because red is not a valid color.

- ♦ The player with the highest total wins the battle. He returns all his played troop cards (including the *vanguard*) to his active army stack, his hero card back to his hero stack, and any played divine favor markers to the box on his gameboard.
 - ♦ His losing player *discards* all his played troop cards. If he deployed his hero card on the table (i.e. he played it, not only revealed it at the end), he must discard it together with the troop cards. If he has any of his divine favor markers left, he may discard one of them instead of his hero card (which is placed on his hero stack in this case). Discarded cards and divine favor markers played by the losing player are out of the game.
 - ♦ In case of a (rare) *tie*, all cards (troop and hero) and divine favor markers played by both players are returned to their respective stacks and boxes. The defender in this battle is the attacker in the next battle.
- Retreat:* if a player decides to quit the battle before the end of the fourth individual turn, his opponent is declared winner of the battle.

- ♦ The winner returns all his played cards and any cards in hand to his active stack and his hero stack.
- ♦ The loser discards all his played cards and divine favor markers, including the hero card if it was played (again, he can discard a divine favor marker instead of his hero, if he has one left). He returns any remaining troop cards in his hand to his active stack and his hero (if still in hand) to his hero stack.
- ♦ If the loser already has any shame markers on his gameboard, he loses an additional number of troop cards equal to the number of shame markers he possesses. These additional cards are taken from the active stack or from the home stack if the active stack does not contain enough cards.
- ♦ The loser receives a shame marker. He places it in its box on the gameboard. A player may have a maximum of 3 shame markers. Additional retreats do not add anymore shame markers.



5.5 Closing Phase

Before proceeding to the next battle, a few steps must be taken.

- ♦ If first line army stacks were used in the last battle, the players check how many cards these stacks still consist of. If a stack contains *less than 5* cards it is considered to be depleted and all remaining cards are placed on top of the home stack. The home stack is shuffled. If all first line army stacks of a player are *depleted*, the opponent wins the game.
- ♦ If a home stack was used in the last battle, the owning player determines how many cards it still consists of. If it contains *less than 5* cards it is depleted and the opponent wins.

If the game is *not* over, both players:

- ♦ shuffle their army stacks used in the last battle;
- ♦ shuffle their hero stacks;
- ♦ discard the revealed fate tile. If the discarded fate tile was the last remaining one, all 6 tiles are shuffled face down to form a new stack.

Now a new battle is fought.

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