

APHRODITE



The player can claim one opposing Monster to turn against the opposing player

APOLLO



Player can engage with their opponent's Soldier in the lane from any distance

ARES



Two points are added to the roll of the player during combat

ATHENA



Player can move one of their Soldiers to the same row, on another lane that's missing a Soldier. If there is an opposing Soldier in that lane, behind the player's Soldier, the Soldier is returned to the tile in front of their Barrack

DIONYSUS



The player can choose one opposing Soldier to push back 3 tiles

HADES



The player can choose two lanes to revive the Soldier, without using a New Soldier card

HEPHAESTUS



Player can replace one of their Barracks pieces so long as a Soldier or Monster is not standing on it

HERMES



Player can move their Soldier 2 tiles instead of the 1

POSEIDON



The player moves each of the opponent's Soldiers one tile backward unless they are at the edge of the board.



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ZELUS



The player can choose 2 of the opponents Soldiers, if the lanes with those Soldiers have Barracks, and smite them with lightning knocking them off the board.

CYCLOPS



The player must roll lower than a 7 to defeat the Cyclops. If the monster is not defeated, the monster remains in the way until the next round where you may try again to defeat it.

HYDRA



The Hydra has 3 heads to begin with. To defeat the Hydra, the player must roll the die 3 times and score higher than a 7 on more than half of the rolls. If a player is defeated by the Hydra, 2 more heads are added to the beast and the next Soldier to engage the Hydra must roll 2 more than the previous.

MEDUSA



The Player must roll Snake Eyes (two ones) to defeat Medusa. If the monster is not defeated, the monster remains in the way until the next round where you may try again to defeat it and the soldier is frozen until the next round.

MINOTAUR



The Minotaur stands in the way. If the opponent does not roll higher than a 6, the Minotaur defeats the Soldier in combat, and destroys the Barrack in the lane, standing in its place.

NEW SOLDIER



Use this card to create a new Soldier on any lane with a barrack

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