The background of the entire page is a detailed illustration. On the left, a large, muscular man with a thick brown beard and a bald head is shown from the chest up. He has a skull with a red and white pattern on his chest, hanging from a chain. He is holding a large, dark, horned animal's head. To his right, a woman with dark hair, wearing a purple and black robe, is looking at him. The scene is set against a bright, cloudy sky.

# Born of Titans

**A Game of Heroism in the  
Ancient Greek World  
For 2 to 4 Players**

# Born of Titans

## INTRODUCTION

“Sing, O goddess, the anger of Achilles son of Peleus, that brought countless ills upon the Achaeans. Many a brave soul did it send hurrying down to Hades, and many a hero did it yield a prey to dogs and vultures, for so were the counsels of Jove fulfilled from the day on which the son of Atreus, king of men, and great Achilles, first fell out with one another.”

This is the opening paragraph of Homer’s *The Iliad*, as translated by Stephen Butler. The *Iliad* is an epic story of heroes and gods from Greek mythology.

Born of Titans (BoT) is a game for two to four players. Each player controls the actions of a Hero taken from the legends of ancient Greece. Heroes undertake Quests – titanic challenges in far-off lands. The first Hero who completes three Quests wins the game.

## COMPONENTS

### DICE & SUCCESSES

Six-sided dice are required to play BoT. Players must supply their own dice. (Boo!) The game plays best if players have a large pool of dice to roll. Eight or more dice is recommended.

When a dice roll is required by the rules, one or more dice are rolled. Results of one through three are considered Failures. Results of four through six are Successes.

The rolling player totals the number of Successes and applies them against the number of Successes required by the Challenge. Failure results are ignored.

### COUNTERS

Cardboard playing pieces are called counters. Each counter represents a Hero, an Ally, a piece of Gear, Divine influence, an Encounter, a Hero’s Quest marker, a Quest, a Prophecy point, or a ship and her Crew.

Prophecy and Crew counters are used on each player’s Ship Track to record the number of each that the player’s Hero possesses. Crew and Prophecy are currencies used during play.

PROPHECY



CREW COUNTERS



FRONT

BACK

Hero, Ally, and Crew counters possess the attributes of Battle, Navigation, and Wits. If the numbers are arranged vertically on a counter, the top value is Battle and the bottom value is Wits. If the numbers are arranged horizontally, the left-most value is Battle and the right-most is Wits.

HERO COUNTERS



FRONT



BACK

Above is Cyrene’s Hero counter. Her Battle value is 6, her Navigation is 5, and her Wits value is 4.

Each player possesses one Hero counter and that Hero’s Quest counter. The Hero’s Quest counter is used to mark the space containing that Hero’s current Quest. There are six Quest sites on the Map, each Hero will always have one Quest on one of those sites, marked by her Hero’s Quest counter.

Monsters, Sea Monsters, and Quests have Challenge numbers in Battle, Navigation, and Wits.

SEA MONSTER COUNTERS



FRONT



BACK

To overcome a Monster or Quest, a player must total her Hero’s, Ally’s, and Crew’s values in an attribute appropriate for the Monster or Quest. The Sirens, above, may be overcome by five successes in Wits. They cannot be defeated using Battle or Navigation.

### MAP

The map depicts the area of the Mediterranean Sea containing many of the key locations described in Greek Heroic legends. Sites are printed on the map as large circles. Each Site represents a location such as an Oracle, a gateway to the Underworld, a Quest site, or a conventional City where a Hero may recruit more crew or sacrifice to the gods.

Smaller circles are called Points and are used to regulate movement between Sites. Each Hero’s playing piece on the map will occupy either a Site or Point. Blue Points represent Sea locations and brown Points represent Land locations. Moving from a Land Point or Site to an adjacent Land Point or Site is considered Land Movement. Any other move is considered to be Sea Movement.

### CREW SHEETS

Each player takes a Crew Sheet. Each Crew Sheet has seven hoplites with numbered shields. The numbered shields are used to hold counters that record the number of Prophecy and Crew the Hero has remaining. As each Hero completes Quests, those Quest counters are placed on the owners Crew Sheet, along with any Divine and Gear counters.

Each Crew Sheet also includes an explanation of the effects of Divine counters. Furies, Muses, and Fates are played one at a time. Gods and Goddesses may be played one or two at a time. Playing two matching Gods or Goddesses gives a more powerful result than playing just one. Divine counters can be played at any time, even during another player’s turn.

## SETTING UP THE GAME

### COMPONENTS

Carefully punch out all counters and separate them into piles by type. Unfold the map and place it face-up on the table.

Each player takes a Crew Sheet. Each Crew Sheet has seven Shields, numbered zero to six. Players use their tracks to record their current respective totals of Prophecy and Crew.

Hero counters are left face-up. All other counters are face-down and shuffled within their respective piles. If a face-down counter is accidentally revealed, just place it face-down again and shuffle it into the rest of the pile.

## POPULATE THE MAP AND CREW SHEETS

Place the Sea Monster counters face-down and mix them up. Draw and place one at random, face-down, at each of the Sea Monster Sites. The fourth Sea Monster is not used.

Place the Encounter counters face down, mix them up, and place one at random at each of the City spaces.

Each player draws one random Crew counter. Each player places her Crew counter face-up on her “6” Shield. Each player takes a Prophecy counter and places it on her “2” Shield.



## SELECTION PROCESS

Each player rolls a die. Reroll ties if necessary. The player who rolls the lowest acts first in each step of the selection process.

During the Selection process, play proceeds counter-clockwise.

The game begins when the Selection process is complete. During the game, all play proceeds clockwise. The goal is to make the player who selects first act last.

The first player selects one Hero. Each player in turn selects a Hero from those remaining. To select a Hero, a player takes the chosen Hero and corresponding Hero's Quest counters from their respective piles.

### HERO'S QUEST



### HERO COUNTERS



FRONT



BACK

Each player now selects one Quest Site on to start her character. As a player selects the Quest Site where she will begin play, she places her Hero counter on the Quest Site selected. Each player hands her Hero's Quest counter to the player to her left. That player draws a random Quest counter, places it face-down on any Quest Site desired, and places the Hero's Quest counter on top of it.

Normally, players will place the Quest counters as far away from their respective owners as possible. Quest and Hero's Quest counters may be placed on a Quest Site containing a Hero. Quest and Hero's Quest counters may not be placed on Quest Sites already containing Quest counters.

Greek Myths are usually specific as to where various encounters were located in the ancient world. We randomize them to put the players in the sandals of our epic Heroes, who did not know what they might find on their journeys.

# HOW TO PLAY

## HEROES, ALLIES, AND CREW

Each player controls the actions of one Hero selected at the start of the game.

Hero counters are moved on the map along from Sites to linked Points, Points to linked Points, and Points to linked Sites. A Hero's Ally (if she has one) and Crew remaining sit aboard the Hero's Ship, lending their skills to the Hero as needed.

Heroes, Allies, and Crew have three attributes: Battle, Navigation, and Wits. During the game, players must make die rolls against the combined attributes of their respective Hero, Ally, and Crew.

A Hero begins with six Crew. Players record the current number of Crew by placing the Crew counter on the corresponding shield number. As a player's Crew are killed by monsters and other game effects, the owning player moves the counter to the shield with the appropriate lower number. A player may Recruit additional Crew at any City Site.

A Hero with no remaining Crew is essentially alone on a raft. Her crew is dead or has run off. If a Hero's Crew counter is on the “0” Shield on her Crew Sheet, the Hero may not add the Crew's skill numbers to any of her totals and may only take one Action each turn.

Also, when a Hero's Crew reaches the “0” Shield, she loses any Gear or Ally counters she had. Turn those counters face down and shuffle them back into their respective piles.

## PROPHESY

In the fashion of good mythology, BoT relies on a generous amount of Prophecy. The amount of Prophecy collected by a Hero is represented by a track on her Crew Sheet. A player may have no more than six Prophecy points at any time.

Prophecy has two primary uses. A player may spend a Prophecy point during her turn to look at all counters at any Site on the map. This is important so a player can know what sort of challenge she faces on her next Quest or what a particular unrevealed Sea Monster or other Encounter is.

A player may commit Prophecy points to provide bonus die rolls, if needed, during a Challenge. Each Prophecy committed allows the player to roll an additional die during the Challenge roll. Any Prophecy committed are spent at the end of the Challenge. Neither of these uses costs the player an Action.

## CHALLENGE ROLLS

Heroes, Allies, and Crew have three attributes: Battle, Navigation, and Wits. During the game, players must make die rolls against their respective Hero's attributes. A player totals all of the scores of one attribute of his or her Hero, Ally, Crew, and Gear before making the die roll. If a player's Hero has a Battle value of three, her Ally has a Battle value of one, and her Crew has a Battle value of one, the player would roll five dice.

Players roll in an effort to gather a certain minimum number of Successes against a foe – the Hero must achieve many Successes to overcome tougher foes. The first roll is made against the selected attribute at its full value.

If the player does not meet the number of Successes required by the Challenge, the player notes the number of Successful dice results. The failure gives the monster an opening to attack the Hero. Monsters attack by killing one of the Hero's Crew.

The player records the Crew loss by moving her Crew counter to the next lower Shield on her Crew Sheet. The player may either Retreat from the Encounter or continue the Encounter.

If the player continues the Encounter, the Challenge resumes. The Hero makes another Challenge roll and adds her successes to those Successes already achieved.

If the monster is defeated by reaching the required number of Successes, the Challenge is completed.

If the Hero is still short one or more Successes, the Monster attacks again, killing another Crew.

The player may continue the Challenge, repeating as needed until the Monster is Defeated, the Hero runs out of Crew, or the Hero Retreats. A Hero who runs out of Crew is Defeated. A player may Retreat the Hero after recording any Crew loss.

## HERO DEFEATED

If the Hero loses all of her Crew to the monster, she is Defeated and Retreats automatically.

## HERO RETREATS

If the Hero Retreats, the Battle is over. The monster is not vanquished, but the Hero and the remainder of her Crew live to see another day. The retreating Hero's counter is moved to the point it occupied prior to engaging the Monster. The player may try to defeat the Monster on her next turn, but she should probably move her Hero away to gain more Crew, a stronger Ally, and more Divine assistance before returning.

Any Hero who attacks the monster later in the game will fight the monster at full strength. The monster heals completely between fights. Any Successes scored against it previously by the same or different Hero are ignored.

## MONSTER DEFEATED

Encounter Monsters are removed from the map when defeated. Encounter Monsters are shuffled face-down into the Encounter pile when Defeated.

Sea Monsters are Immortal. Defeating one of these does not suggest the Hero killed the Monster, merely that the Hero snuck by the Monster or temporarily chased it away.

Quest Monsters are placed on the defeating Hero's Crew Sheet, on the Shield with the same number as the Quest space where the Hero defeated it. This is used to record the number of Quests the Hero has completed, and to ensure a Hero can never complete a Quest in the same Quest site.

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## URNS

During a player's turn, she declares and executes two actions for her Hero. These two actions may be the same or different action types. A player may choose to perform fewer actions if desired. Actions may not be saved for future use.

The allowable actions include:

- Move
- Encounter (City, Quest, or Sea Monster)
- Recruit (City)
- Sacrifice (City)
- Prophecy (Oracle)

## MOVE

There are two types of movement in the game, Sea and Land. Sea movement allows the player to move her Hero from one Point or Site to an adjacent Point or Site over one segment of blue-colored line. Land movement allows the player to move her Hero from one Point or Site to an adjacent Point or Site over one brown-colored line segment.

To move, the player totals her Hero's, Ally's, Gear's, and Crew's Navigation values and rolls that number of dice. Each Success gives the player one Course. It costs a player one Course for each segment of Sea movement and two Courses for each segment of Land movement. Reaching a Site stops movement.

If a Hero has no remaining Crew, she moves at Sea as if she was moving by Land.

## ENCOUNTERS

In Greek mythology, the world is covered with vile monsters waiting to devour unwary and unprepared travelers.

Before a Hero can enter a City, she must complete any Encounter on the City. If the Encounter is a Monster, and she Retreats, she may not enter the City.

If a Hero Defeats a Monster Encounter, the Encounter counter is placed face-down in the Encounter pile.

If the Encounter is an Ally, the Hero may take the Ally as her own. If she already has an Ally, she may keep her current Ally and discard the new Ally to the Encounter pool. Alternatively, she may discard her current Ally to the Encounter pool and take the new Ally as her own.

If an Encounter is not a Monster or Ally Encounter, the player follows the instructions on the counter and then discards it to the Encounter pool. Discarded Encounters are placed face-down and shuffled back into mix of Encounters.

The "Crew for Hire" Encounter allows the player to roll one die and add up to the result to her Crew total. She may not exceed her maximum of six Crew.

The "Gather Humility" Encounter allows the player to discard the Hubris counter if her Hero currently possesses it. Otherwise this Encounter has no effect.

The "Ally's Quest" Encounter sends your Ally off on an adventure. If the player has an Ally, she loses it. If she doesn't have an Ally, no effect.

## RECRUIT

Each City Site has public houses where the player may hire more Crew. The player may add up to two Crew if she chooses a Recruit Action while in a City. The player moves her Crew counter to the Shield numbered one or two higher than its present Shield's value.

## SACRIFICE

Each City Site has temples where the player may sacrifice livestock and libations to the gods. The player spend an Action to draw two counters from the face-down Divine pile. The player looks at both and selects one, placing it face-down on her Crew Sheet. The other counter is returned to the Divine pile face-down.

## PROPHECY

At Oracle Sites, the player spends an Action to move her Prophecy counter two Shields higher than its current position on her Crew Sheet. You may not possess more than six prophecies. No mortal can see that much of what the fates have in store.

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## QUESTS

At the beginning of the game, each player draws and places a random, face-down Quest Counter on the Quest Site of her choice. She places on top of it the Hero's Quest counter belonging to the player to her right, signifying that the Quest belongs to that player's Hero.

When a player completes a Quest, she hands her Hero's Quest counter to the player to her left. The player to the left draws a random Quest and places both counters on the Quest site of her choice.

The placing player may not choose a Quest site with a number that matches a questing Hero's Shield number that already contains a completed Quest.

The placing player may not choose a Quest site that already has a Quest counter.

The placing player may choose a Quest site that is occupied by a Hero.

The Quest counter is handled and placed face-down so no one knows the nature of the Quest. The Hero's Quest counter is placed on top of it so all players know whose Quest it is.

A Hero may not attempt to complete another Hero's Quest.

A Quest is treated as a Monster Encounter by the Hero assigned to it. It may not be engaged by any other Hero.

If the Hero defeats the Monster aspect of the Quest, she is considered to have completed the Quest.

When a Hero completes a Quest, she places the completed Quest on her Crew Sheet, on the Shield with the number matching the Quests Site number on the map.

A player whose Hero just completed a Quest performs all of the following steps.

- Discard any Gear counters possessed.
- Discard any Ally counters possessed.
- Draw a random Gear counter from the pool.
- Randomly place one counter from the Encounter pool on each City Site that lacks an Encounter, as desired. The player may leave some or all of the City Sites empty.

## UNDERWORLD QUESTS

Three Quests take place in the Underworld. These are Question the Dead, Capture Cerberus, and Recover Fallen Friend.

When a player reaches the Quest site containing her Quest and then reveals the Quest to be one of these, she moves these to the Underworld site of her choice. Her Hero must now travel to this site to resolve the Quest.

In all other respects, Underworld Quests work exactly like normal Quests.

## END OF GAME

The game ends the moment a player successfully completes her third Quest. That player is the winner.

If desired, the remaining players may continue the game, taking places based upon the order in which each completes her third Quest.

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## GEAR

Completing a Quest bestows Gear on your Hero. Your Hero may carry one piece of Gear. Each piece of Gear benefits your Hero, usually in the form of attribute boosts.

A player possessing the Argo may increase her Prophecy total by one per turn.

A player possessing the Dragon's Teeth may discard the Gear in exchange for one die result worth of additional Crew.

A player possessing the Nemean Lion Skin is Invincible. This means that the player may discard the Lion Skin to avoid taking any further Crew losses on any single Challenge.

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## ALLIES

Some Encounters are Allies. If you have no Ally, and you occupy a City containing an Ally, you may choose to have the Ally join your adventure. Add the Ally to your Ship, and add the Ally's appropriate attribute to every attribute roll you make.

If you currently have an Ally, you may trade in that Ally for the new one, because that's the kind of folks Greek Heroes were. Take your current Ally from your Crew Sheet and place it face-down back in the Encounter pool. Place the new Ally on your Crew Sheet.

An Ally will only stay with you until you complete the current Quest you are on. At that point, the Ally finds a new adventure or quest of her own. Discard the Ally by placing the Ally counter back into the Encounter pool.

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## LOSE TURN

A number of game effects can make a Hero Lose a Turn. When a Hero suffers this effect, the place a Lose Turn counter on the Hero's counter. The Hero's turn immediately ends.

When a Hero's turn comes up, and that Hero has a Lose Turn counter on it, discard the Lose Turn counter and end that Hero's turn. A Hero counter may not have more than one Lose Turn counter on it.

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## HUBRIS

The first Hero to complete a Quest takes the Hubris counter and places it on that Hero's Crew Sheet. The first Hero to complete her second Quest takes possession of the Hubris counter from whomever possesses it.

The Hero who possesses the Hubris counter is forbidden from completing her current Quest.

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## DIVINE INFLUENCE

Additional clarity is provided to select Divine counters, below.

### ATHENA

When playing two Athena counters, the power states that the player may use any Attribute desired to overcome one Monster. These may be played on the player or an opponent. This allows the target player to select any of her Hero's Attribute totals to use against any of the Monster's Attributes as she chooses. So she could use her Hero's Wits against the Monster's Battle.

### APHRODITE

When playing two Aphrodite counters, the power states that the player may defeat one Monster without making Challenge rolls. These are normally played on the player, not an opponent. The player starts the combat, plays the two Aphrodite counters, and the Monster is Defeated as if by Challenge.

### ARES

When playing two Ares counters, the power states that the Monster kills three Crew per attack until end of current Challenge. These are usually played against another player in the middle of a Challenge. Each time the Monster attacks the Hero, the Hero loses three Crew, not one.

### MUSES

A player may play a Muses counter against an opponent or herself. The Muses adds one to any single die result.

### FATES

A player may play a Fates counter against any player or herself. The player selects any dice just rolled. Their results are nullified and the dice immediately rerolled.

### FURIES

A player may play a Furies counter against any player possessing the Hubris counter or possessing more successful Quests than the player. Every Furies counter played against a player kills two of that player's Crew.

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## CREDITS

Original Concept: **Joseph Miranda**

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Graphics & Layout: **Jennifer Cone, Scott Roberts,**

**Howard Simpson, and Michael Anderson**

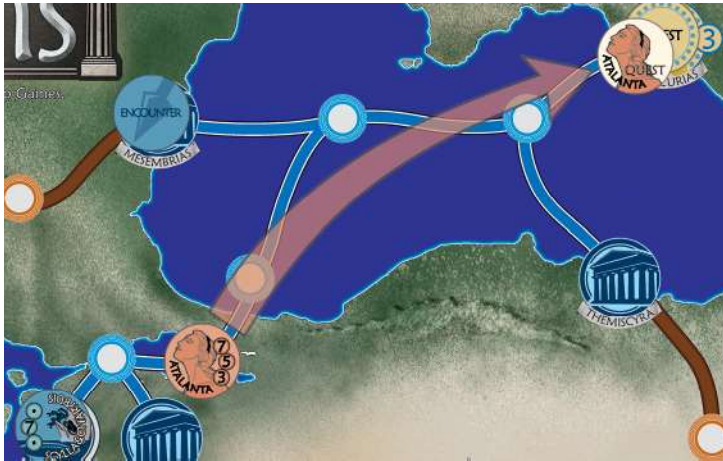
Hero and Monster Art: **Kit Steele/Silvertales Studios**

## EXAMPLE OF PLAY

Player A's Hero is Atalanta and her Crew is the Pheacians. She has no Gear at this time, but she does have Bellerophone as her Ally. Her modified attributes are Battle 8, Navigation 9, and Wits 4. She has six Crew points.



On her turn she rolls nine Navigation dice for five Successes. She uses her first Action to move four spaces to where Player B placed her Quest and Hero Quest counters several turns earlier. She uses her second Action to try to overcome her Quest.



Her Quest is Defeat Medusa. She can't use her Battle against the Medusa, but she can use her Navigation to find Medusa without looking directly at her. She can also use her Wits to use strategy, such as employing a mirrored surface, to fight the gorgon while avoiding petrification. Navigation is the obvious choice, given that her attribute total for Navigation is 9.

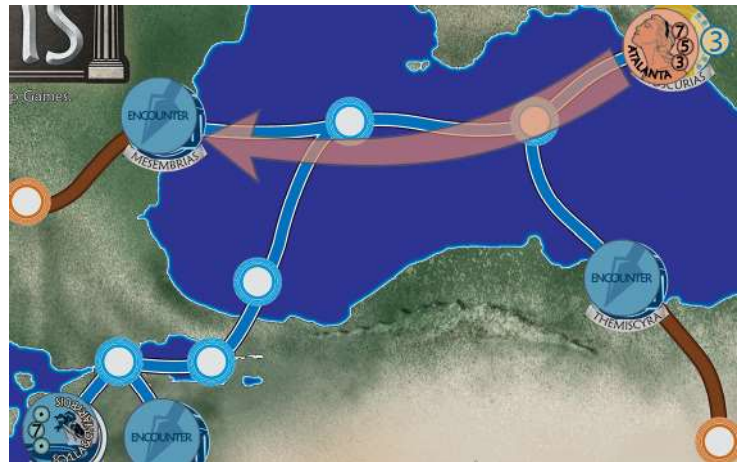
She rolls nine dice and achieves four Successes. This does not kill the Medusa (the Medusa is defeated by 7 Successes) so she takes one Crew loss. She rolls again for two more Successes — a very poor result for nine dice — and takes one more Crew loss. She rolls again for five Successes, killing Medusa.

She takes the Medusa Quest counter and places on the #3 Shield on her Crew Sheet because the Quest Site is #3. Her Crew is reduced from five to three by the combat. Her Ally, Bellerophon, leaves her for adventure elsewhere. She hands her Hero Quest counter to Player B — the player to her left — who draws a random Quest without looking and chooses to place the counters on Quest Site #6. Player B might prefer to place it on Quest Site #5, but she can't — Player A already has a completed Quest counter on her Crew Sheet's Shield #5.

For completing the Quest, Player draws a random piece of Gear. Player A was the first to complete her second Quest, so she takes the Hubris counter.



On her next turn, Player A chooses to move as her first action, and makes a Navigation roll. She rolls five Successes again and chooses to move to Mesembria, three Sea spaces away.



Player A would like to spend her second action Sacrificing or Recruiting in the City, but the Encounter must be dealt with before she can enter the City. She could spend her second action to move again, but chooses the Encounter.

The Encounter is Fair Weather. Player A must play the counter immediately, which allows her to take two more Actions now.

With the Encounter out of the way, she can enter the City. She decides to take her first action to Recruit two new Crew. She moves her Pheacians counter from the #4 to the #6 Shield.

Player A decides to Sacrifice for her second action. She draws two Divine counters at random and looks at them. One is Ares. One is Hera. She decides to keep the Hera counter and toss the Ares counter back into the pool. She can play the Hera counter to get rid of the Hubris counter.

