

Hoplomachus

The Lost Cities

A game by Adam Carlson and Josh Carlson
1-3 players / Age 12+

The Roman Empire is flourishing. News of the famous arena games are reaching every corner of the globe. But this renown may be having some undesired effects, as it has attracted the attention of some unusual parties. Legendary cities from the far reaches of the earth, each thought to have been lost forever, are sending emissaries to Rome. These are not ordinary cities. Each represent an advanced civilization with warrior types, skills, and tactics unknown to the Empire. How these cities and cultures exist remains a mystery... one the Empire intends to uncover.

In order to study and determine the threat level of these potential adversaries, the Roman Empire reacts quickly. Each of the emissaries have been sent home with a challenge in hand that will take place in the arena. It reads:

*"Gather your elite, your best Champion and fighters,
set your strategists to work and join us.
Battle in the arena and prove to the world
you are worth its notice."*

Three cities have responded...

What's Inside:

This Rulebook.

1 Gaming Mat:



4 Reference Cards:



10 Six-sided Dice:



3 Crowd Favor Counters:



3 Chip Bags:



100 Health Chips:



1 Flip Chip:



74 Unit & Tactic Chips:

3 Extra City Chips



Atlantis

Xanadu

El Dorado

Arena Chips



x 1

Champion



x 1

Champion



x 1

Champion



x 6

Bosses



x 10

Gladiators



x 10

Gladiators



x 10

Gladiators



x 8

Beasts/Criminals



x 4

Tactics



x 4

Tactics



x 4

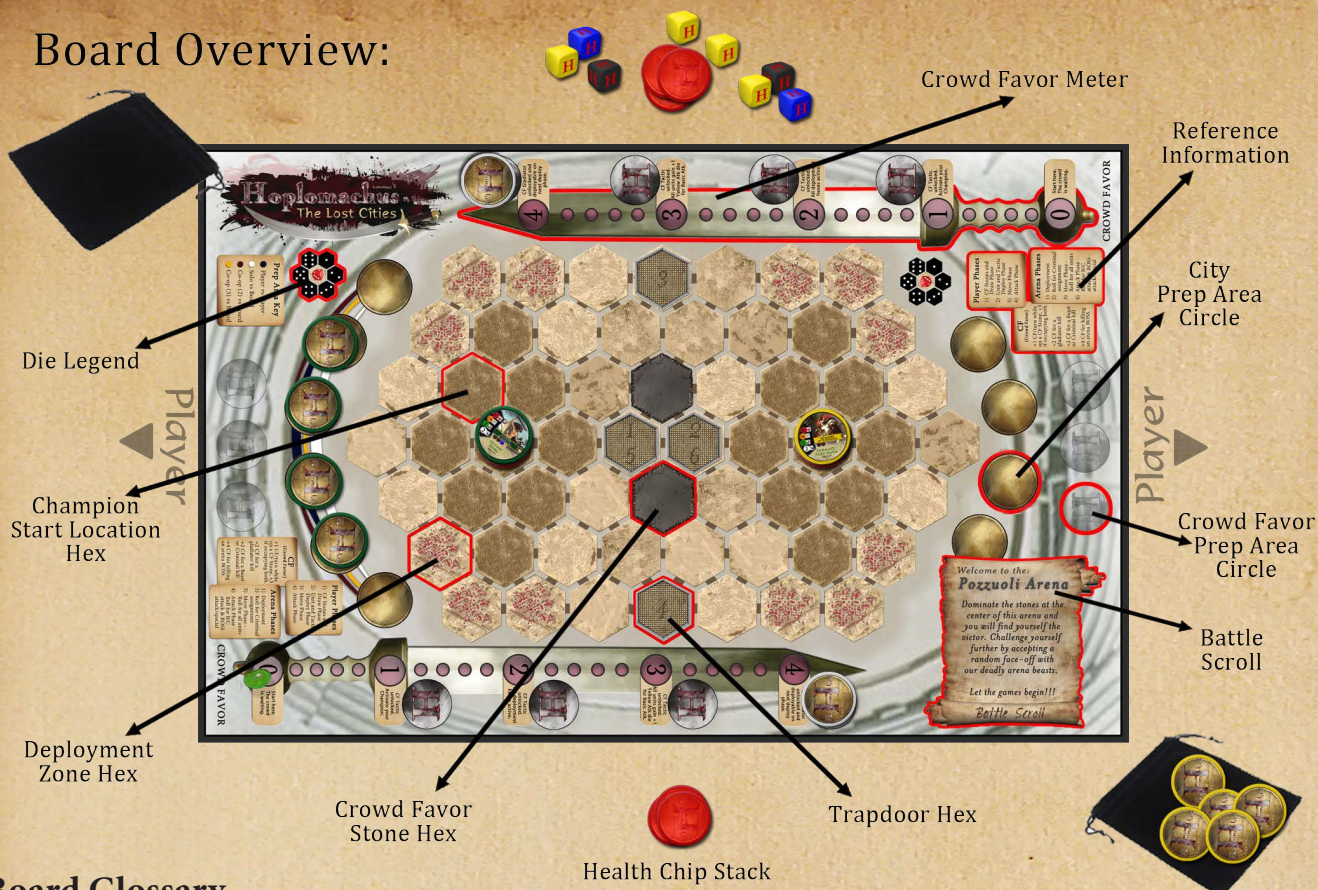
Tactics



x 12

Crowd Favor Rewards

Board Overview:



Board Glossary



Champion Start Location Hex: At the start of each game, players may choose from 9 starting location hexes.



Crowd Favor Stone Hex: Gladiators occupying this stone at start of their turn earn points which grant rewards at specific Crowd Favor levels.



Deployment Zone Hex: Gladiators are placed on one of these hexes when being deployed. Each player has 6 hexes available to them at the start of the game.



Trapdoor Hex: Arena units (Beasts and Criminals) are placed on one of these hexes when they come into play. There are 4 Trapdoor hexes throughout the arena.



City Prep Area Circle: Chips drawn from a player's chip bag are stored here until played within the arena.



Crowd Favor Prep Area Circle: To be used for Crowd Favor Tactics and Gladiators.

Chip Types



Unit Chip: Units are used to do battle in the arena. Units include Champions, Gladiators, Beasts, Criminals, and Bosses.



Tactic Chip: Tactics are used to support or hinder units in the arena.



Health Chip: Health chips are placed underneath a unit entering the arena. The amount is based on each unit's starting health stat. When a unit no longer has health under it, it is defeated.

Goal

A player must eliminate their opponent's Champion to win. If you are playing a Solo or Co-op game, you must eliminate all Arena Bosses while keeping all Champions alive.

Setup

Roll out the game mat. Place a few stacks of health chips as indicated on the Board Overview. Each player must select a city to represent. All cities consist of 1 Champion, 2 special gladiators, 8 basic gladiators, and 4 tactics. Each player places their city's Crowd Favor (CF) counter at "0" on the CF Meter.

Gather all CF Rewards (white chips), separate the tactics from the gladiators, and mix each pile face down. Each player selects 3 tactic chips and places each on level 1, 2, and 3 (not 0 or 4) of their CF Meter. Also, both players select 1 gladiator chip and places it on level 4 of their CF Meter. All CF Rewards must remain hidden until unlocked.

Set aside your Champion. Place all of your city's gladiators and tactics (yellow, green, or blue) into your chip bag and shake it up. The Extra City Chip is not used within the game.

NOTE!! As we move through this rulebook, we will be doing it from a PvP (Player vs. Player) perspective. Solo and Co-op game modes are covered in gross detail within their own section after PvP.

Starting a Game

Flip the flippin' Flip Chip to see who starts. Both Champions start the game inactive (black & white side up) along with 10 health chips stacked underneath them. Player 1 places their Champion stack on one of the 9 Champion Start Location hexes on their side of the board. Player 2 then does the same. At this point (until CF level 1 is reached) Champion can do nothing except take damage.



Each player will draw 4 chips from their bag, and place them face down on their City Prep Area circles. You will treat these as your concealed hand and may view them whenever you like. If at any time during the game you have 4 unplayable tactics, show them to your opponent, place them back in your chip bag and redraw.

A player's turn has 4 phases: *Tally Crowd Favor*, *Deployment and Tactics*, *Movement*, and *Attack*. Each phase is completed one at a time and in order. Once you move to a new phase, you cannot go back to an earlier one. After the last phase has been completed, draw back to 4 chips (in prep area) and your turn is over. Gameplay is conducted with players taking consecutive turns. Once all players complete their turns, the turn cycle is over.

Phase 1: Tally Crowd Favor

If you haven't drawn yet, replenish to 4 chips in your City Prep Area if you are able. A player must always start their turn with at least 4 of their 7 total prep area circles filled. If fewer than 4, your Champion takes 2 damage immediately.

To start this phase, record any Crowd Favor points (pg 7) you have earned from occupying CF Stones. Crowd Favor points are tallied on the CF Meters on either side of the arena.

END GAME TIP: A player may choose to play some of these last remaining chips knowing that he/she will take damage the following turn. A few well-played chips may allow you to overwhelm your opponent before your health runs out.

To fully understand how Crowd Favor works, you may want to read page 7 now. As you earn CF Reward chips, they are placed on your CF Prep Area Circles immediately. If all 3 CF Prep Area Circles are filled you must choose one to discard.

Unit Chip Glossary

Health: Shown by red chips under unit.

Attack Range: Unit may attack target up to this many hexes away (*an attack range of 1 can only attack adjacent units*).

Move Range: Unit may move up to this number of hexes on their turn.

Tactical Range: Unit may play a tactic on target up to this many hexes away. Tactics can always be played on yourself.

Basic Attack Dice: Use these dice when rolling for a Basic Attack.

Alternate Attack: Use this attack in place of this unit's Basic Attack.

Ability: This can be used once per turn and as soon as the unit is deployed.

Innate: This is always active as soon as the unit is deployed.

Unit Type: Types include - *Champion, Beast, Criminal, City Gladiator, Archer, Attacker, Defender, and Tactician*.

Unit Chip Overview



Phase 2: Unit Deployment & Tactics

A player now has the option of playing up to 2 chips from their Prep Areas, 1 Gladiator and 1 Tactic. These can be either City chips or CF Reward chips. If playing a gladiator, place it onto any one of your available Deployment hexes (place health chips underneath the gladiator in the amount indicated on the chip). Any gladiator just deployed cannot move or attack until the next turn unless an ability allows for this (e.g., First Strike, Initiative). Abilities may be used as soon as a unit is deployed. Innates, in contrast, (e.g. Strategic Attack) are always active.



Attacker on deployment hex



*Tactical range of 1
can only reach
adjacent units*

If your Deployment hexes are all occupied, you cannot play a gladiator. If playing a tactic, it can only be played on a unit (friendly or enemy) within the tactical range of one of your own units. A unit with 'Tactical Range 3' must be within three hexes of the target unit during this phase. A gladiator's Tactical Range is immediately available to you upon deployment. Tactics can always be played on yourself, and cannot be played on Champions or Bosses.

NOTE!! Single turn tactics (e.g., Stun) are placed on top of the affected unit. Permanent effects (e.g., Hamstring and Adrenaline) are placed between the unit chip and its health chips. Hamstring removes any Adrenaline effects because it drops movement to zero (remove the Adrenaline chip). If Hamstring is played first, Adrenaline will increase that unit's move range from 0 to 1 (in this case, keep both Adrenaline and Hamstring chips under unit).

Phase 3: Movement

During this phase you may move your units based on each unit's move range. You do not have to move the full range of the unit. Once you choose to move, you cannot 'save' part of the unit's movement for later during the same movement phase (e.g., You cannot move a Tactician out of the way for other units to pass by, and then step back where it was).

In order to move to another hex, that hex must not be occupied. It's not possible to move "through" another unit unless a specific ability allows for this. There must be unoccupied hexes available between your current position and your move-to position. Be sure to check for movement modifiers (tactic chips) under units before moving them.

Move and Attack Examples



Attackers can move a distance of 2 hexes.



Brawler's 'Hurl' ability can flip Defender over the Brawler - away from protection.



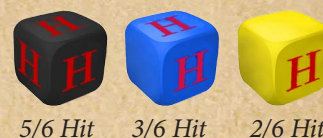
Brawler and Attacker both focus their attack on the unprotected Defender.

Phase 4: Attack

After completing the move phase, you may choose to attack, if possible. Each of your units may use its basic or alternate attack, not both, if they are within range (refer to each unit's attack range to determine this). Archers can shoot over other units up to their range.

To make an attack, roll all of the Basic Attack Dice indicated on that specific

Attack Dice



unit. There are 3 attack dice colors, each with its own odds of landing a HIT. Each 'H' that is rolled is a HIT of 1 damage, and each blank is a MISS. The damage is immediate and your opponent may respond with a defensive ability (e.g., *Intercept Blow*, *Retaliate*) and remove a corresponding number of health chips from under the unit receiving the hit.

Attack Sequence:

- 1) Choose one of your units to perform an attack and declare if it's a basic or alt attack.
- 2) Declare the target unit of the attack (once you verify it is within range of your unit).
- 3) Select the exact Attack Dice as pictured on your unit for that attack. Make sure to include all Attack modifications that apply to this unit.
- 4) Roll all dice and add up total number of "HITS".
- 5) Your opponent now has a chance to use an ability such as Intercept Blow or Retaliate.
- 6) For each "HIT" suffered, your opponent must remove a health chip from under the unit receiving the hit. When the last health chip is removed, the unit is defeated.
- 7) If a unit is defeated, it must be removed from play (cannot be used again this game) and Crowd Favor points are taken.

Your turn is over, draw to replenish to 4 City chips.



4

CF Gladiator unlocked and deployable on next deploy phase.



3

CF Tactic unlocked. All units gain +1 Yellow Atk die for Basic Atk.



2

CF Tactic unlocked. All deployment hexes active.



1

CF Tactic unlocked. Activate your Champion.

0

Start here. The crowd is waiting.

NOTE!! It is considered proper etiquette to state your attacks loud and clear, along with pointing out the attacking unit followed by the unit being attacked. Also, should you roll a successful attack, allow your opponent to remove his/her own health and unit chips. It is the responsibility of your opponent to make any ability declarations during this time.

Crowd Favor

CF (Crowd Favor) is earned a number of ways:

1. Eliminating an opposing gladiator grants you 2 CF (points are taken immediately).
2. Beast/Criminal eliminations grant you 2 CF each (4 for Bosses).
3. At the start of your turn, if you occupy 1 CF Stone, you earn 1 CF point. If you occupy both stones, you earn 3 CF points.

TIPS: It's important that you keep a constant awareness of where you are at with the crowd. Arena Unlocks are active the instant the level is reached. A Champion unlocked on your opponent's turn can move and attack on your turn! A deployment zone unlocked at the start of your turn can be used in the same turn! Remember, it is your responsibility to calculate and take credit for CF you have earned. Once the current phase ends, you cannot go back and adjust for missed CF. Also, if your CF prep area is full and you earn another chip, you must discard one! **Note: When tallying CF, if an Attacker and an opposing unit are both eliminated from the use of 'the Retaliate' ability, assess CF for the defeated Attacker first.*

Each CF level grants 2 rewards: Arena Unlocks and CF Rewards. The Arena Unlock only benefits the player that achieves the CF level. The player with the lower CF score gains the CF Reward Tactic chip (place in the Crowd Favor Prep Area). In a tie, the CF Reward goes to the player that just scored the CF points. A player reaching CF level 4 receives their own CF Reward Gladiator chip.

Arena Unlocks: (these are instantly activated once reached)

Level 1: Your Champion is activated. **If this level is reached on your turn - your Champion cannot move or attack until next turn.*

Level 2: All deployment hexes (12 total) are now available.

Level 3: All units gain +1 Yellow Attack Die for basic attacks.

Level 4: Your CF Reward Gladiator is unlocked.

CF Reward Gladiators:

Sultarus the Samnite Gaius the Scissor Malore the Peltast

CF Reward Tactics: (given to player with fewest CF points - face down)

Bolster Attack	Longbow Assault	Demoralize
Bolster Atk Range	Intimidation	Fortify Health
Bolster Move	Hunker Down	Recuperate

This completes the PvP rules of Hoplomachus.

The following only applies to Solo and Co-op modes.

Arena Units (Beasts, Criminals, and Bosses)

All Solo and Co-op modes have a predetermined number of B/C (Beasts/Criminals) in play. The Arena provides 4 Beasts and 4 Criminals which are used in every game. Each time a B/C is defeated, a new B/C is deployed (8 total) at the start of the Arena's next turn.

NOTE!! For Co-op games, Player 1 will handle beast deployment, movement choices, and attack rolling. While Arena units move and attack on their own, there are still choices to be made. What order B/C will roll for movement, which will attack first, and hex left/right choices (explained in this section) are all decisions that Player 1 must make and can be used advantageously if handled correctly.

Beast/Criminal Turn Sequence

Beasts and Criminals take their turn after all players have gone.

Beast/Criminal Deployment

Randomly draw a B/C from those that remain. A basic D6 will be rolled to determine which Trapdoor (1-6) it will deploy from. If a player's unit is occupying that Trapdoor hex, that unit is instantly eliminated. The B/C then occupies that Trapdoor. A B/C cannot move the same turn they are deployed but they do attack. If another B/C is sitting on the Trapdoor where the drawn B/C is to be deployed, the drawn B/C will then shift to the next numbered Trapdoor (e.g., 1, 2, 3, 4, 5, 6, 1). If all Trapdoors are covered by Arena units, that unit cannot be deployed this turn.

Beast Deployment Example:



Image 1: Player moves onto a Trapdoor (numbered as 1). **Image 2:** On the Arena's next turn, 1 B/C needs to be replaced so Player 1 draws. He draws a beast and then rolls a basic D6 to see where the beast is deployed. The roll is a 1, right where their Attacker is positioned. The Attacker is killed instantly, and the beast takes its place on the Trapdoor hex. If other units had been adjacent to the Trapdoor hex, the beast would have attacked this round as well. If other beasts were adjacent, they would not be attacked or hit by this beast's attack.

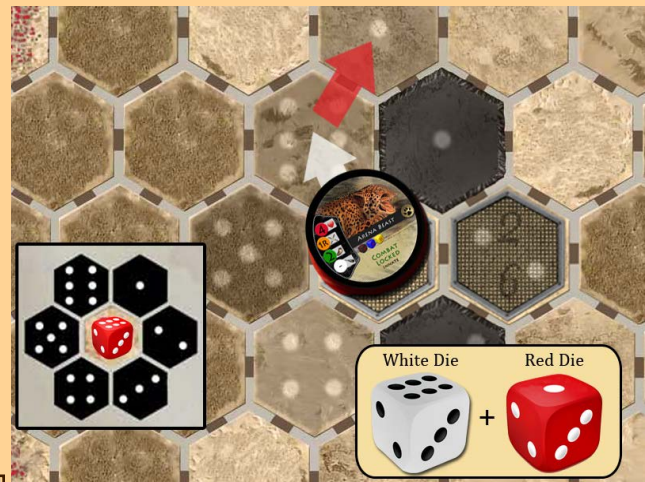
Criminal and Boss Assignment

In Co-op games, the first thing that happens when a criminal unit comes into play is “assignment”. Each player rolls a basic D6. The Criminal targets the player’s Champion with the highest roll (reroll ties). If the Criminal is a Boss, “assignment” happens at the game set-up after Bosses are chosen and revealed. Place an extra chip from the assigned player’s city in between the criminal and its health to indicate which Champion it is assigned to. If a Champion dies, Criminals reassign to the nearest Champion at that time.

Beast and Boss Movement

Beasts use white and red D6 dice to move (use the dice legend on the arena mat to determine the movement direction). Player 1 (the designated Arena player) must roll both D6 and move the beast one hex (if possible) for the white die first and red last. If a wall or another beast is in the way, it does not move that direction for that die. Beasts move their entire move range for both dice unless adjacent to a player’s unit. Once adjacent, the Beast is engaged and neither Beast nor player unit can disengage until one has been eliminated. Other units may join the fight, but each contact made will lock them in place until the battle(s) is resolved. Special Attacks and abilities such as Pull, Hurl, or Chase Down, CAN disengage units and/or Beasts.

Beast Movement Example



Criminal and Boss Movement

A Criminal uses a basic D6 to determine whether or not it moves towards its assigned Champion. A roll of 1: *it does not move*, a 2-5: *it moves 1 hex*, and a 6: *it moves 2 hexes*. If there is more than 1 equally direct way to move, Player 1 may choose. Criminals move their entire move range toward their assigned Champion. A Criminal will always attempt to move toward the Champion, even if it is engaged. Players may disengage and re-engage criminals as they please.

Beast and Boss Attacks

After all Arena unit movement has been resolved, Beasts adjacent to a player unit now attack. Player 1 must roll all attack dice for that Beast. Beast attacks hit all adjacent player units at once for the full damage of the attack.

NOTE!! After rolling for each Criminal’s movement, if the Criminal (including Bosses) cannot make a move that will bring it closer to its assigned Champion, it must move to another hex equal distance from the Champion. If such a move is not possible, the Criminal stays put for this turn.

Criminal and Boss Attacks

Criminals attack the same way Beasts do. Refer to 'Beast Attacks' for instructions.

Bosses

B/C Bosses function like basic B/C with one exception. Bosses will always perform an attack roll even when not in attack range since certain abilities, when rolled, may apply. Refer to Boss special attacks on page 12.

Game Modes and Setup

****Player vs. Player mode described in main rules.**



Solo vs. Board: Round 3 pictured

To win: A game has 3 rounds; eliminate all 3 Bosses (1 per round); Champion must survive.

Setup: For each round, shuffle all city chips and randomly draw 6 gladiators and 1 tactic. The remaining chips are not used this round. Set CF counter to 0. Also mix and draw 3 CF rewards and 1 CF Gladiator and place them face down on the CF Meter. Place your Champion, inactive, with its current health (you keep your current health from the previous round). Draw 1 undefeated Boss, and place it on the hex indicated in the picture above. Deploy starting arena units.

For solo and co-op play: Any inactive Champion that's hit, turns active.

Round 1: 2 random Arena units - starting on Trapdoors 1 and 2.

Round 2: 3 random Arena units - starting on Trapdoors 2, 3, and 4.

Round 3: 4 random Arena units - starting on Trapdoors 1, 2, 3, and 4.

Co-op (2) vs. Board: Round 1 pictured

To win: Team must eliminate all Arena Bosses. Both Champions must survive.

Setup: Same as Solo vs. Board setup with these exceptions - Players draw only 3 gladiators and 1 tactic per round. Both Players use one end of the Arena, share its 6 deployment hexes, and each can play up to one chip per turn. Crowd Favor points and Arena Unlocks are shared. The player who reaches the CF level takes the CF Reward chip. Place both Champions. Draw 2 Bosses (each round) and place as shown below.



NOTE: Each player must use their own units' Tactical Range to play their tactics.



Co-op (3) vs. Board: Round 2 pictured

To win: Team must eliminate all Arena Bosses. All Champions must survive.

Setup: Same as Co-op (2) vs. Board setup with these exceptions - Players draw 2 gladiators and 1 tactic per round. Place all Champions. Draw 3 Bosses (each round) and place as shown above (you will have to fight a few bosses again if you get to round 3).

FAQ: Are you stumped on a specific rule or a odd situation? Please check out our forum page for answers: <https://boardgamegeek.com/boardgame/124839/hoplomachus-lost-cities>

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Reference: Abilities, Alt Attacks, Innates, and Special Attacks

Abilities are usable once/turn

Alt Attacks are used in place of a unit's Basic Attack

Innates are always active

Awe Struck: All opposing units within 4 hexes are unable to move for 1 turn.

Champion Bound: Unit will always attempt to move towards assigned Champion.

Chase Down: Moves adjacent to closest opposing unit and instantly does 4 damage. Player 1 chooses hex.

Combat Locked: Unit will be locked in combat (cannot move) once engaged. The same is true with its adjacent opposing unit(s).

Enraged Fury Aura: Unit can do 1 damage to a single opposing unit up to 2 hexes away. *Useable during move phase only.*

Extreme Pull: A unit can be pulled in a straight line inward toward the Champion (up to 2 hexes inward and from up to 3 hexes away). Cannot pull through other units. *Useable during move phase only.*

First Strike: Unit can attack the same turn it is deployed.

Fury Aura: Unit can do 1 damage to a single adjacent opposing unit. *Useable during move phase only.*

Hurl: Unit can 'pick up' an adjacent unit (friend or foe) and 'throw' it to a different available, adjacent hex. *Useable during move phase only.*

Initiative: Unit can move the same turn it is deployed.

Intercept Blow: When a basic attack damages an adjacent friendly unit, this unit can intercept that entire damage. Damage cannot be split up.

Long Shot: Roll 1 yellow die to attempt a 1 dmg ranged attack up to 4 hexes away.

Mass Constrict: Now occupies a hex adjacent to the most opposing units, then 2 black dice attack. Player 1 chooses hex.

Pull: A unit can be pulled in a straight line inward toward the puller 1 hex inward from 2 hexes away. *Useable during move phase only.*

Reposition: Instead of attacking, unit may move 1 hex during its attack phase.

Retaliate: When attacked and hit with a basic atk by an adjacent unit, do 1 damage back to the attacking unit (even if this unit is defeated).

Scared Stiff: All opposing units within 3 hexes are stunned for 1 turn.

Seismic Hurl: Unit can 'pick up' an adjacent unit and 'throw' it up to 3 hexes away. *Useable during move phase only.*

Shadow Spear: Roll 2 basic D6; refer to die key; a spear is thrown across the arena in these directions doing 2 dmg to every opposing unit in its path.

Strategic Attack: All friendly adjacent units gain an additional yellow die to use with their basic attack this turn.

Stun: Roll 1 blue die to attempt to Stun an adjacent unit. A stunned unit must be flipped over and ignores all stats and skills but its health. *Stun lasts one full round until the start of that phase. Stunned beasts cannot lock players in place. Champions and Bosses CAN be stunned by a gladiator (not a tactic).*

Swing Rush: Moves adjacent to farthest opposing unit and instantly does 3 damage.

Whirlwind: Roll (x) blue dice equal to total adjacent opposing units, total damage is applied to all adjacent opposing units.