



ILIOS


Troy circa 1200 BCE   

Your destiny lies in your hands, as you stand before the ancient city of Troy, known to the ancient Greeks as Ilios. Attack, raid, surround and defend in campaigns between the Greeks and the Trojans found in Homer's epic tale "The Iliad."

Deploy your warriors to raid and plunder in this cross between Othello and Go. Strike from different directions depending on your warrior's strength, but plunder is not secured until warriors are completely surrounded.


SET UP

7 each of 5 Warrior Tile designs 


4 Iron Weapons (starter tiles) 




6x6 board with 4x4 Quickplay inset.




24 orange occupation disks for Hector's warriors



24 blue occupation disks for Achilles' warriors



24 green occupation disks for Paris' warriors



24 purple occupation disks for Agememnon's warriors

The game is played on the 6x6 board. Novice players can learn with the 4x4 inset board to quickly get familiar with the rules.

Whoever has been the closest to Greece goes first.

Place the warrior tiles face down. Each player draws 3 tiles and keeps them hidden from other players.

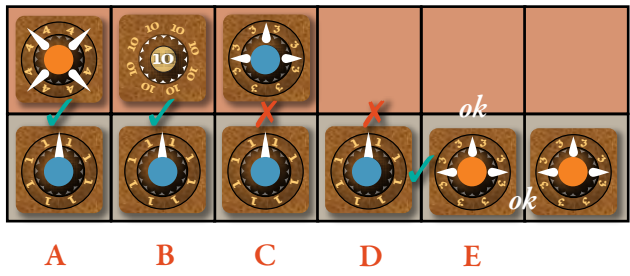
After drawing warrior tiles, players take the iron weapon starter tiles. For 3 or 4 player games, each player gets one iron weapon tile. For a 2 player game, the first player gets two tiles, second player gets one. Starting with the first player, players take turns placing their iron weapon starter tiles until they are all deployed.

PLAY

Players take turns deploying and plundering in up to 4 steps per turn.

Step 1 Deploy & Occupy

Place one warrior from your hand on an open square. Your warrior must point to at least one tile occupied by an opponent **A**, or to an unoccupied iron weapon **B**.



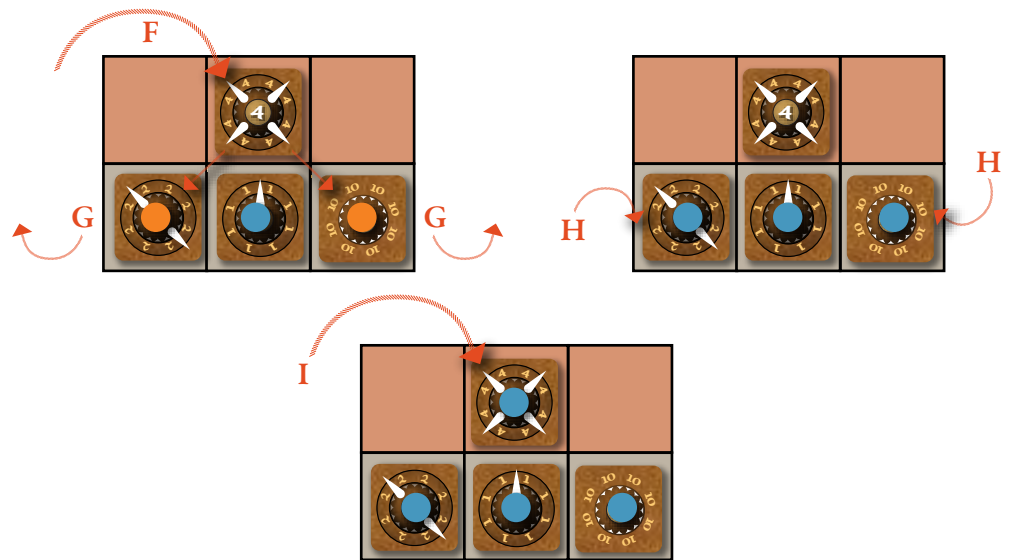
- Your warrior cannot point only to one of your own occupied tiles **C**, or only at an open square **D**. However, as long as at least one ray makes a valid attack, the whole play is valid **E**.
- If you are unable to deploy a warrior on any battleground, reveal your hand to confirm. You may then place a warrior on any open square. However, if you can make a valid play, you must make that play.

Step 2 *Raid*

After deploying your warrior **F**, you now raid all of the warrior and iron weapons tiles that your warrior points to **G**.

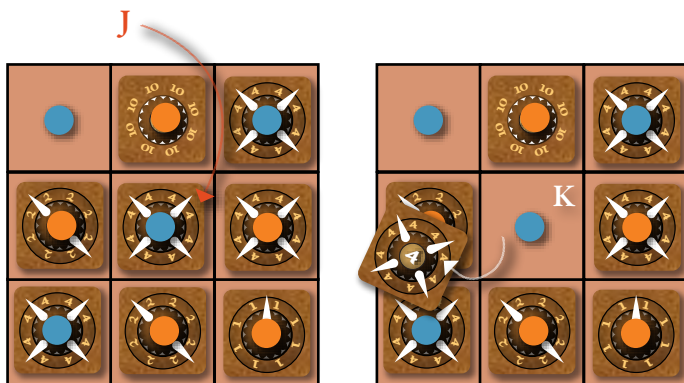
Start by removing your opponents disks **G**. Then place your disks on the warriors you are raiding **H**.

Finally, place your disk on the original warrior you placed **I**.



Step 3 *Capture Plunder*

When a tile is completely surrounded by other tiles, occupation disks, or the battlefield's edge, its plunder can be captured **J**. The surrounded warrior is removed and kept by the player whose color disk occupies the warrior. The occupying disk is left behind to mark the victory **K**.



Placement of a warrior can result in surrounding multiple warriors, hence multiple captures. In the example at right, the blue player (Achilles) places a 4-warrior **L**. The three warriors below it are now considered surrounded – by warriors and the edge of the board. The blue player first replaces **M**, **O**, and **P** with their blue disks. Then, they place a blue disk on the warrior they originally placed, **L**. Finally, they capture the warriors **M** and **O**. The orange player (Hector) captures the warrior **N**, even though it is not their turn.



Step 4 *Reinforcements*

Draw a face-down warrior and add it to your hand.

END OF PLAY

Play ends when no open square remains.

Gather your plunder by adding the number on the warrior tiles and iron weapons you capture. The winner is the player with the most plunder. In the case of a draw, the player with the most occupation disks on the battlefield wins.