

Introduction: A Meeting With King Eurystheus

The throne room was done in the typical Mycenaean style, all sandy brick and Doric columns. King Eurystheus sat perched on his throne, resplendent in a red toga. "Greetings," he called out to the group of adventurers making their way into the room. "I've been expecting you. I'm sure you know why you've been summoned?"

The leader shrugged. "Bad news travels fast." Behind the king, his herald, a gray-haired man in a robe several shades darker than the king's, winced. The king's lips twisted in distaste. "Yes, well, there are some...small matters that I need taken care of."

The leader nodded. "How small?"

The king snapped his fingers. The herald scurried forward and tossed a bag at the leader's feet, which jingled as it hit the stone floor.

"Ah," murmured the leader, "that small."

The king's lips thinned. "Indeed. Herakles has been tasked to fulfill twelve labors that will allow him to atone for his actions. See that he fails."

The leader's eyebrows rose. "That small indeed." Sweeping the bag into their arms, the leader turned and strode away. When the door had closed safely behind them, one of the adventurers looked left, then right, swallowing nervously with each glance. Finally content that the king couldn't hear them, he turned to the leader. "Lochagos," he began hesitantly, "are we the baddies?"

Labor One: One Mean Lion

Setup

Set up a piece of cave terrain in the center of the board and place the Nemean Lion anywhere within 3" of the cave. The lion's profile is listed below. Once the Nemean Lion has been deployed, follow the remaining instructions for loot tokens and player deployment in the "Setting Up The Table" section of the main rulebook.

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 5" | +2 | +3 | +2 | +2 | 29 |

Special Rules

The Nemean Lion moves in the following way:

- It will charge 9" toward the nearest enemy model.
- If no enemy model is within 9", it must move 5" toward the nearest model in line of sight.

Invulnerable: The lion's hide is proof against everything but celestial bronze weapons. Models that attack with anything but celestial bronze weapons do not receive any combat or damage bonuses when making those attacks.

Spoils of War: The adventuring party that kills the Nemean Lion receives a lion-hide cloak. Treat any model wearing the cloak as having the Invulnerable special rule described above.

Victory Conditions

If the Nemean Lion is slain by the end of the eighth turn, the party has succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

Labor Two: The Nine Heads of Hydra

Setup

The area around the hydra's lair is swampy, marshy ground. Deploy the hydra anywhere within the center 9" of the board. The hydra's profile is listed below. Once the hydra has been deployed, follow the remaining instructions for loot tokens and player deployment in the "Setting Up The Table" section of the main rulebook.

| | | | | | |
|----|----|----|----|----|----|
| M | C | S | R | A | H |
| 3" | +4 | +3 | +2 | +2 | 29 |

Special Rules

Many-Headed: The hydra is famed for having many heads - not only that, but that cutting away one means that two take its place. To represent this, at the end of the turn, roll a direct Resolve test using the hydra's resolve. If it passes, it regains 2D6 health.

Spoils of War: The adventuring party that kills the Lernaean Hydra receives D6 vials of hydra blood. Hydra blood may be used to poison a single weapon: for the next game, any model that takes damage from a poisoned weapon takes +2 damage.

Victory Conditions

If the Lernaean Hydra is slain by the end of the eighth turn, the party has succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

Labor Three: The Deer of Artemis

Setup

Deploy the deer anywhere within a 6" circle in the center of the board. The deer's profile is listed below. Once the deer is deployed, follow the remaining instructions for loot tokens and player deployment in the "Setting Up The Table" section of the main rulebook.

| | | | | | |
|----|----|----|----|----|----|
| M | C | S | R | A | H |
| 9" | +1 | +3 | +0 | +0 | 10 |

Special Rules

Wild Animal: Any time the deer ends its turn in base contact with an enemy model, make an opposed Speed test. If the deer wins, it inflicts D6 damage (minus armor) and scampers D6" toward the nearest unoccupied table corner. If the deer loses, it has been scooped up by the model in question, who may proceed to carry it off.

Victory Conditions

If the deer is carried off the party's deployment table corner by the end of the eighth turn, the party has succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

Labor Four: The Bad-Tempered Boar

Setup

Split the board into quarters. Deploy the warband in one of the four table quarters. Roll a D6 and consult the following table to determine where to deploy the boar:

| D6 roll | Table quarter |
|---------|---------------------|
| 1-2 | Left adjacent |
| 3-4 | Diagonally adjacent |
| 5-6 | Right adjacent |

The boar's profile is listed below.

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 4" | +2 | +0 | +1 | +2 | 26 |

Special Rules

Bad-Tempered: The boar will always move in a straight line toward the nearest enemy model. The first turn that the boar makes base-to-base contact with an enemy model, that model takes the number of inches the boar traveled as damage, minus the model's Armor value. Each combat phase after, the boar attacks normally, with no modifiers of any kind. Any time the boar loses combat and is above 0 Health, it has been scooped up by the model it lost combat to, who may carry it off the board.

Victory Conditions

If the boar is carried off the party's deployment table quarter by the end of the eighth turn, the party has succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

Labor Five: In Deep Shit

Setup

Split the board into quarters. Roll a D6+3. Place that many stable markers on the board, making sure that at least one is inside each table quarter. Follow the remaining instructions for player deployment in the “Setting Up The Table” section of the main rulebook. Do not deploy loot tokens.

Objective

The party has been hired to clean out the stables of King Augeus. In order to clean out one of the stables, a model must be in base contact with a stable marker. Each turn the model is in contact with the stable marker, it may attempt a direct Combat test in order to muck out the stable. On a success, the marker is removed from the board and the model may make a single action as normal.

Special Rules

Oh Gods, The Smell!: King Augeus’ stables have not been mucked out in years - nay, *decades*, and the stench is something to behold. Whenever a model begins its turn in base contact with one of the stable markers, make a direct Resolve test - on a failure, the model is paralyzed by the eye-watering smell, and may not activate this turn.

What’s That Shining In The Muck?: If a model succeeds its Resolve test on a 16+, it finds some piece of loot hidden in the, er, soil. Place an appropriate loot token in base contact with the model. All normal rules for loot tokens apply.

Victory Conditions

If the party cleans all of the stable markers by the end of the eighth turn, the party has succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles. In addition to the loot they find, the party receives D3x100 drachma as a reward from King Augeus.

Labor Six: The Bronze Birds

Setup

Split the board into quarters. Roll 2D6: the first die is the number of bird flocks; the second die is the number of birds in each flock. Place that many flocks of birds on the table, making sure that at least one is inside each table quarter. Follow the remaining instructions for player deployment in the “Setting Up The Table” section of the main rulebook. Count each flock of birds as a minor monster. Each of the birds has the following profile:

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 6" | +0 | +0 | +0 | +0 | 13 |

Additionally, treat all attacks made by the birds as made by a celestial bronze dagger.

Victory Conditions

If the party kills 75% or more of the flocks of birds by the end of the eighth turn, the party has succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

Labor Seven: King Minos' Bull

Setup

Deploy the bull anywhere within a 6" circle in the center of a suitably ruined Greek city board. The bull's profile is listed below. Once the bull is deployed, follow the remaining instructions for loot tokens and player deployment in the "Setting Up The Table" section of the main rulebook.

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 5" | +2 | +0 | +0 | +0 | 15 |

Special Rules

Rage: The bull will always move in a straight line toward the nearest enemy model. The first turn that the bull makes base-to-base contact with an enemy model, that model takes the number of inches the bull traveled as damage, minus the model's Armor value. Each combat phase after, the bull attacks normally, with no modifiers of any kind. Any time the bull loses combat and is above 0 Health, it has been scooped up by the model it lost combat to, who may carry it off the board.

Poseidon's Favor: Choose one of Poseidon's boons from the main rulebook. The bull may cast that boon as normal. It has four Divine Favor points.

Victory Conditions

If the bull is carried off the party's deployment table edge by the end of the eighth turn, the party has succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

Labor Eight: The Man-Eating Mares

Setup

Deploy the four mares in a 6"x4" rectangle in the center of the board. Deploy Diomedes and D3+3 hoplites on either one of the short sides of the rectangle. Diomedes and the mares' profiles are listed below. Once they are deployed, follow the remaining instructions for player deployment in the "Setting Up The Table" section of the main rulebook.

Diomedes:

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 6" | +2 | +2 | +2 | +2 | 16 |

Equipment: Bronze armor (included in profile), shield, sword

The mares:

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 8" | +2 | +4 | +2 | +0 | 16 |

Special Rules

Maneater: While Diomedes is still alive, the mares are vicious, man eating beasts. Treat any melee attack from the mares as if it was made by a celestial bronze weapon. Once Diomedes has been slain, the mares calm and may be led away by a model in base contact.

Fiery: As one of their actions, the mares may spit fire at an enemy model up to 4" away. Roll as normal for a ranged attack. In addition to normal ranged attack damage, the enemy model takes 1D6 fire damage.

Victory Conditions

If the party manages to slay Diomedes and lead the mares off the opposite board edge by the end of the eighth turn, they have succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

Labor Nine: A Fight With The Amazons

Setup

Follow the instructions for deployment in the “Setting Up The Table” section of the main rulebook. Place Hippolyte in the center of the board, and one group each of 3 Amazons in the center of the four table quarters.

Hippolyte has the following profile:

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 6” | +3 | +1 | +5 | +0 | 16 |

Each Amazon has the following profile:

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 6” | +1 | +1 | +1 | +0 | 16 |

Objective

The party is attempting to get Queen Hippolyte to give up her girdle, hopefully by convincing her - or by murder if necessary! The first model to reach Hippolyte may attempt to bargain for the girdle by rolling an opposed Resolve test. On a success, Hippolyte hands the girdle over. Treat it as a loot token, subject to all of the rules surrounding loot tokens.

On a failure, Hippolyte and the groups of Amazons immediately move to engage in combat with the nearest enemy model(s). They continue to do so until they are killed or there are no enemy models remaining on the board.

Victory Conditions

If the party manages to escape off the opposite board edge with Hippolyte’s girdle by the end of the eighth turn, they have succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

Labor Ten: The Cattle of Geryon

Setup

Deploy three cattle in a 6"x4" rectangle in the center of the board. Deploy Geryon on either one of the short sides of the rectangle. Deploy Eurytion the herdsman and Orthrus the guard dog separately in the centers of the two quarters of the board closest to the player. All of their profiles are listed below. Once they are deployed, follow the remaining instructions for player deployment in the "Setting Up The Table" section of the main rulebook.

Geryon has the following profile:

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 4" | +3 | +0 | +3 | +0 | 22 |

Equipment: spear, shield

Eurytion has the following profile:

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 6" | +1 | +1 | +1 | +1 | 16 |

Equipment: sword, shield, linothorax (included in profile)

Orthrus has the following profile:

| M | C | S | R | A | H |
|----|----|----|----|----|---|
| 8" | +0 | +0 | +0 | +0 | 8 |

Objective

The party is attempting to steal away Geryon's cattle. Any model that makes base contact with a cow model may lead it away, at which point it will stay in base contact and follow that model. If that model is killed, the cow stops where it is.

Victory Conditions

If the party manages to lead more than 50% of Geryon's cattle off the opposite board edge by the end of the eighth turn, they have succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

Labor Eleven: Hera's Golden Apples

Setup

Set up the board per the "Setting Up The Table" section, creating a board that looks like a grove/orchard of trees. Place D3+1 loot tokens in the center of the table to represent the golden apples. There is one major monster in the form of Ladon, the dragon guarding the apples, and no other minor monsters on the table.

Ladon has the following profile:

| M | C | S | R | A | H |
|----|----|----|----|----|----|
| 0" | +4 | +3 | +2 | +2 | 29 |

Objective

The party is attempting to steal away the golden apples. Treat them as loot tokens, subject to the same rules as outlined in the core rulebook.

Special Rules

If any model gets within 6" of Ladon, it attacks with one of its many heads. The model takes D3 melee attacks. Each attack has a +4 damage modifier. If a model ends its turn in base contact with Ladon, it will attack with its claws. Treat these as an attack made by a celestial bronze dagger.

Victory Conditions

If the party manages to get more than 50% of the apples off the opposite board edge by the end of the eighth turn, they have succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

Labor Twelve: The Hound of Hades

Setup

Set up the board per the “Setting Up The Table” section. Deploy Cerberus and the adventuring party in opposing quarters of the board. There is no major monster. Instead, roll 3D6 and add four to each die: the first D6 is the number of skeletons on the board; the second D6 is the number of ghouls on the board; the third D6 is the number of wraiths on the board. The profiles for each are below.

| Monster | M | C | S | R | A | H | Gear |
|----------|----|----|----|----|----|----|--------------|
| Cerberus | 8” | +0 | +0 | +0 | +0 | 8 | Claws** |
| Skeleton | 6” | +1 | +0 | +0 | +1 | 10 | Spear/Shield |
| Ghoul | 6” | +2 | +0 | +2 | +1 | 8 | Sword/Shield |
| Wraith* | 6” | +2 | +0 | +3 | +0 | 5 | Claws** |

* The Wraith may cast a single *Petrify* spell in addition to its other actions

** Treat all attacks as made by a celestial bronze dagger

Objective

The party is attempting to lead Cerberus off their deployment board quarter.

Special Rules

The first model to enter into base contact with Cerberus may make a direct Resolve test in order to lead Cerberus away. On a successful test, Cerberus goes without a fuss. On a failure, Cerberus and the attendant ghouls, wraiths and skeletons attack the nearest model. If Cerberus’s health dips below half, it surrenders and may be led away by the attacking model. If that model is killed, its killer may lead Cerberus away as normal.

Victory Conditions

If the party manages to lead Cerberus off their deployment board quarter by the end of the eighth turn, they have succeeded in their goal. Any other result is considered a victory for the as-yet-unseen Herakles.

The Boons of Hera

Adventurers wishing to undertake Eurystheus's challenge may find themselves patroned by Hera, and as such have a variety of boons at their disposal.

| Boon | Notes |
|---------------------|---|
| Farsight | Nominate an allied model in line of sight. It suffers no penalties to its ranged attacks until the end of its next activation. |
| Commanding Presence | Nominate an enemy model in line of sight. It must pass an opposed Resolve test or be under your control until the end of its next activation. |
| Fortify | Nominate an allied model in line of sight. It gains +1 Armor and +1 Resolve until the end of its next activation. |