

# ZEUS

## PATRON MAIN SHIP

*The Zeus is the most important Patron Ship of any Polis. It is the representation of the father of the Olympian gods at the front of the fleet, and therefore has absolute relevance as a sacred symbol as well as a martial one. The Zeus is the command centre of the Navarch, who is also often the highest naval authority of the state.*

*The Triremes destined to represent the tutelage of Zeus are usually immensely ornate, and their most relevant characteristic is their powerful battering ram, whose mass requires the structure of the entire ship to be reinforced and built with the finest, lightest, and strongest materials. It is very common for the Zeus to endow himself with a temple or a sacred altar dedicated to the Father of the Gods in which oracles and augurs often guide the Navarch and advise him during the campaign.*

*During the closure ceremony of the Olympian funerals, the oarsmen of the Zeus are chosen from among the champions of the Poleis who will contribute to the construction of the ship, and who must serve the Trireme for no fewer than three Olympic cycles (12 years).*

## THALASSA: MYTH

When playing *Thalassa: Myth*, the following rules apply to the *Zeus*, increasing the cost of the ship by **+45 recruitment points**.

**⚡ OF LIGHTNING:** Instead of a regular *Captain's Order*, the *Zeus* can project a lightning bolt against a target ship within a clear line of sight.

**Cast (7+)**

**Play:** Place one Blessing token (👉) next to the target ship and roll 1D10. If the cast succeeds, the ship receives one Blaze token (🔥) with the *Shattering* special rule.

**Shattering:** After resolving any other effects, roll 1D10. On a result of 6+, the ship loses 1 structure point that cannot be saved with a normal armour save, but can otherwise be allocated to an engine of war, as normal.

DENOMINATION	MOVEMENT	MASS	STRUCTURE	HULL			ARMOUR SAVE	COV
				FRONT	SIDE	BACK		
'ZEUS' Hellenic Trireme	3"	7 (9)	4	7	7	6	6+	5

**Might of Zeus** - The mighty ram attached to the bow of the *Zeus* adds +2 to the Mass (already included on the profile). Like regular rams, the reinforced structure of the bow needed to hold the heavy bronze generates a +1 bonus to any Armour saves made against impacts received on the Front Hull.

**Foredeck Slots (1)** - The *Zeus* can select up to one foredeck upgrade from those available to Triremes.

**Crew Slots (3)** - The *Zeus* is manned by three *Olympian Oarsmen* crew stands, which can be upgraded with any of the options available from the fleet selector list of the corresponding nation.

CREW	RESILIENCE	ARMOUR SAVE	AD/MOD	SD/MOD	RANGE
Olympian Oarsmen	3	8+	3/-1	-/-	-

### NOTES

#### Mastery Level: Veteran (2+)

Only the most veteran crew is worthy to man the most noble of the ships. The *Zeus* has a Veteran Mastery Level and must always be the **Flagship** of the fleet.



COST

160

# POSEIDON

## PATRON MAIN SHIP

*After the overthrow of the Titan Cronus, the world was divided into three parts, with each under the custody and rule of one of the three brothers: Zeus, Poseidon, and Hades. While Zeus took control of the heavens, including the rule of the Olympus, for Poseidon was the domain of the seas, the oceans, and all the land's wild waters that are often represented by the image of the sacred hypos (the horse).*

*Poseidon and Hades are amongst the most powerful gods in the Olympus, second only to their younger brother Zeus. As such the cult and veneration of Poseidon is almost as powerful and widespread as that of his other two brothers. The ships dedicated to Poseidon are undoubtedly the most seaworthy, capable of reaching the greatest speed, making them excellent warships. But, without a doubt, the most relevant feature they all display is their mighty trident-shaped bronze ram, capable of piercing the hulls of the most robust ships.*

*Like all Patron Class Ships that go to war, they are fully manned by the expert Olympian Oarsmen, chosen during the Olympic Games from among the best athletes - in particular those dedicated to Poseidon and the aquatic trials of the funeral games.*

## THALASSA: MYTH

When playing *Thalassa: Myth*, the following rules apply to the *Poseidon*, increasing the cost of the ship by +35 **recruitment points**.

**THE HAND OF POSEIDON:** Instead of a regular *Captain's Order*, the *Poseidon* can summon the hand of the god of the seas to move itself or another friendly ship without the need of sails or oars.

### Cast (7+)

**Play:** Place one Blessing token (👉) next to the *Poseidon* or a friendly ship anywhere on the table, and roll 1D10 to attempt casting the power. If the cast succeeds, the player may pick up the ship and place it anywhere within 6" of its current position, measuring from its mainmast and facing in any direction. The model of the ship must fit entirely on its new position, but may suffer a collision as normal if it touches an element of scenery or another ship.

DENOMINATION	MOVEMENT	MASS	STRUCTURE	HULL			ARMOUR SAVE	COV
				FRONT	SIDE	BACK		
'POSEIDON' Hellenic Trireme	4"	6 (7)	4	6	6	6	5+	4

**Poseidon Trident** - The prominent ram the *Poseidon* displays is shaped as the god's ceremonial trident. Like a regular ram, this adds +1 to the Mass (already included on the profile). As with regular rams, this generates a +1 bonus to any Armour saves made against impacts to the Front Hull. In addition to this, the multiple spikes and sharp design of the ram generates a -1 Armour Save modifier to the target ship.

**Foredeck Slots (1)** - The *Poseidon* can select up to one foredeck upgrade from those available to Triremes.

**Crew Slots (3)** - The *Poseidon* is manned by three *Olympian Oarsmen* crew stands, which can be upgraded with any of the options available from the fleet selector list of the corresponding city state.

CREW	RESILIENCE	ARMOUR SAVE	AD/MOD	SD/MOD	RANGE
Olympian Oarsmen	3	8+	3/-1	-/-	-

**NOTES**

3VP

4VP

120

**Mastery Level: Veteran (2+)**

Only the most veteran crew is worthy to man the most noble of the ships. The *Poseidon* has a Veteran Mastery Level and must always be the *Flagship* of the fleet.

**COST** 140

# HADES

## PATRON MAIN SHIP

*Hades, the eldest son of Cronus, received the Underworld, a realm beyond life where all souls must go and remain forever undisturbed. Hades rules the Underworld equitably, without remorse or compassion. He rarely leaves its domain as he has no concern for the matters of the living. The people of the Hellas rarely mention or speak about the god of the Underworld for fear of calling too much of his attention, and so only one celebration during the year is dedicated to his rule. No one can miss the festivities, because, like every god, Hades is proud and would not forgive mortals who didn't honour and worship him.*

*The Hades Patron Ships are built in dark hardwood to represent the lack of light in the Underworld, and decorated with chains and drapes, symbolising the mortal souls forever trapped in them. To represent the inexorable nature of death, Hades' ships mount a blade-shaped prow outlined in burnished bronze, which turns the ship into a sinister blade when it rams its enemy. The Hades Lantern shines on the prow with a never-extinguishing blue flame fed by an ingenious mechanism that supplies it with a liquid mixture of a mysterious nature that can spread onto the enemy ships after the ramming, often causing fires on board that are impossible to put out.*

*Like all Patron Class Ships, when it goes to war the Hades is crewed by a full hand of Olympian Oarsmen who serve and maintain the ship all year round.*

## THALASSA: MYTH

When playing *Thalassa: Myth*, the following rules apply to the *Hades*, increasing the cost of the ship by **+35 recruitment points**.

**SOUL RECKONING:** Instead of a regular *Captain's Order*, the *Hades* can call on the power of the ruler of the Underworld to prevent a ship from recovering crew after receiving wounds.

**Cast (7+)**

**Play:** Place one Blessing token (👉) next to an enemy ship with one or more Wound tokens (🩸) and roll 1D10. If the cast succeeds, instead of removing the Wound tokens during the end phase, discard the Blessing token. The wounds are then carried onto the next turn.

DENOMINATION	MOVEMENT	MASS	STRUCTURE	HULL			ARMOUR SAVE	COV
				FRONT	SIDE	BACK		
'HADES' Hellenic Trireme	3"	6 (7)	4	6	6	6	6+	4

**Unstoppable Fate** - The bow of the *Hades* is made of polished oak, and its profile is reinforced with the highest quality bronze, creating a deadly scythe capable of splitting a ship in half. To represent the effect of the sharp and hard edges of the ship's bow, a player may re-roll any dice that didn't hit during a ramming action. Like with regular rams, the structure of the bow in the *Hades* generates a +1 bonus to any Armour saves made against impacts received on the Front Hull.

**Hades Lantern** - During a ramming action, instead of a Chaos token (☉) for Tremor, the Hades Lantern produces one Blaze token (🔥) instead.

**Crew Slots (3)** - The *Hades* is manned by three *Olympian Oarsmen* crew stands, which can be upgraded with any of the options available from the fleet selector list of the corresponding city state.

CREW	RESILIENCE	ARMOUR SAVE	AD/MOD	SD/MOD	RANGE
Olympian Oarsmen	3	8+	3/-1	-/-	-

### NOTES

**Mastery Level: Veteran (2+)**

Only the most veteran crew is worthy to man the most noble of the ships. The *Hades* has a Veteran Mastery Level and must always be the *Flagship* of the fleet.

Three circular icons are stacked vertically. The top two are black with white text, each containing '3VP'. The bottom one is larger, black with white text, containing '120' and a stack of gold coins.

A blue horizontal bar with a circular icon on the right. The icon is black with white text, containing the word 'COST' and the number '130'.