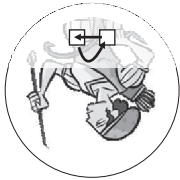


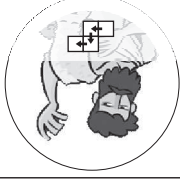
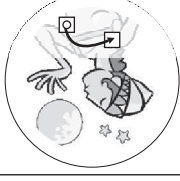

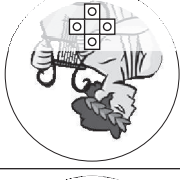
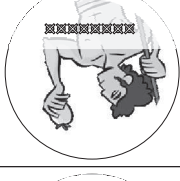










HERO FIGURE	NAME	ABILITY
	Atalanta	Run. After moving as normal, move again returning Atalanta to the space where she started the turn [not the initial start space]
	Circe	Mirror. On your turn after your opponent used a special ability, use the same ability with this hero
	Heracles	Push. When moving, you may push one creature or hero along in the space in front of Heracles; you cannot push a figure off the board and you cannot push more than one figure
	Jason	Quest. Instead of moving as normal, move up to three steps diagonally and not over or into figures)
	Medea	Fly. Instead of moving as normal, jump to any space not occupied by a figure and leave a token in the space where Medea started the turn
	Orion	Hunt. Move as normal, but end your movement on a creature (you still cannot jump over figures while moving); remove both Orion and this creature from the game; do not leave a token on the destination space
	Orpheus	Sing. Instead of moving, place tokens on all adjacent spaces (not diagonally) that do not contain figures
	Paris	Curse. Instead of moving, either empty Paris' entire row or Paris' entire column of tokens (figures remain unaffected)

CREATURE FIGURE	NAME	ABILITY
	Cerberus	Howl. Instead of moving as normal replace any three opponent tokens with your own
	Cyclops	Shortcut. Instead of moving as normal, move diagonally over any number of spaces (following all other movement rules and placing tokens as normal)
	Griffin	Jump. When moving, Griffin may jump over one hero or creature and continue the movement; Griffin may not jump over more than one figure
	Hydra	Assault. Instead of moving, empty all neighboring spaces (adjacent and diagonally) of tokens
	Medusa	Freeze. Instead of moving, freeze any one hero that is directly vertical or horizontal from Medusa (with no interceding figures); the frozen hero cannot move or use his or her ability for the rest of the game; this hero still blocks the movement of other figures*
	Minotaur	Outflank. When moving, the Minotaur may "wrap" one time from one edge of the board to the other (following all other movement rules and placing tokens as normal)
	Sirens	Entice. You may pull any hero that is directly vertical or horizontal from the Sirens (with no interceding figures) onto your space (without changing any tokens), then move the Sirens as normal
	Sphinx	Mirror. On your turn after your opponent used a special ability, use the same ability with this creature

* - Place a red counter over the frozen hero