

# MYRMIDONS

A game for 2 players by **Néstor Romeral Andrés**

## INTRODUCTION

The **Myrmidons** were the fiercest warriors in all of ancient Greece. This game represents a small-scale battle between two brave armies of Myrmidons, both trying to eliminate the rival.

All of them look alike, but not all are equal. They vary in speed, strength and defense, and players must discover each other's weaknesses during the battle in order to win the game.

## MATERIAL

The base game contains **12** myrmidon pieces (2 each of 6 different types), a 6x7 checkered board and a cotton case. This is all you need to play the game.

If you wish to try other combinations of myrmidons, you can purchase the **Myrmidons Expansion**, which contains **28** additional pieces (2 each of 14 new different types). See 'Expansion' at the end of the rulebook.

## THE MYRMIDON PIECE

A **Myrmidon** piece is a thick block that shows a picture of a myrmidon warrior. Each myrmidon has different values of attack, defense and movement capacity.

The left area of the piece - next to the sword - shows the **sword** value (attack). The right area - next to the shield - shows the **shield** value (defense). The bottom area (below the feet) shows the **maximum movement capacity**. All values range from 1 to 5. With the exception of the **Commander**, the three values add up 9 points for each myrmidon. Commanders have a value of 1 for each of the three abilities.



*Myrmidon example:  
sword 3, shield 2,  
movement 4*

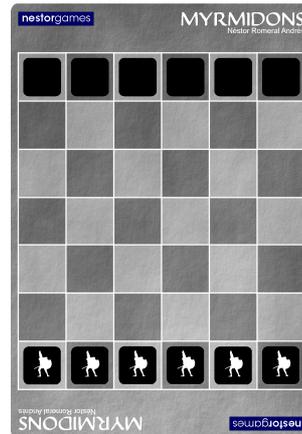


*The Commander  
(1-1-1)*

Notice that when a block is placed standing up, only her owner can see the values, but the opponent can't.

## SETUP

Split the pieces in two groups of 6 so that both players have the same type of pieces (equal teams).



Now place the board between the players, so that the shortest side is in front of each player.

Each player then places her army on the board by deploying one piece on each square on her first row standing up, so that only she can see the values of her myrmidons.

Notice that there are 720 different starting combinations for each army, which means more than half a million different setups.

There **cannot** be more than one myrmidon on the same board cell during the game.

## RULES

The initial player is determined randomly. Players take alternate turns during the game.

On her turn, a player **must either move one** of her myrmidons **or give an order** with her **Commander**.

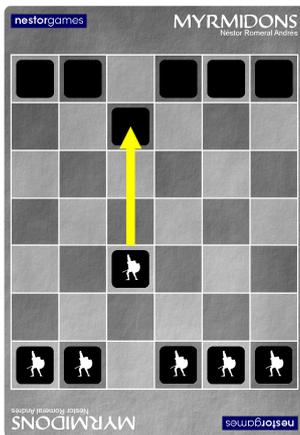
## MOVING A MYRMIDON

A myrmidon can move **up to** as many spaces as its maximum movement capacity ('feet' value) in any direction (orthogonal or diagonal), without jumping over other pieces. It will 'fight' with an enemy myrmidon if it ends its movement on the same space. In order to resolve the fight both players reveal the values of the myrmidons involved in it:

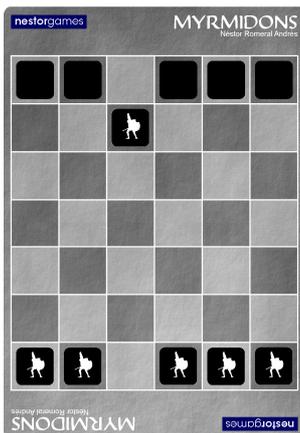
- If the **attacking** myrmidon has a 'sword' value **equal or higher** than the **defending** myrmidon's 'shield' value, the **defending** myrmidon is **removed** from the game.
- If the **attacking** myrmidon has a **lower** 'sword' value than the **defending** myrmidon's 'shield' value, the **attacking** myrmidon is placed on the **previous** space (the attack is repelled).

After resolving the attack, both pieces are placed standing up again, so only their owners can see the values.

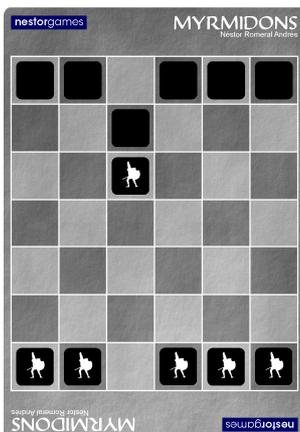
*Variant: If you don't like memory games, keep the revealed pieces facing up, so both players can see the values. Many players prefer this variant.*



A myrmidon attacks



If the sword value is equal or higher than the defender's shield then the defender is removed and the attacker occupies its place

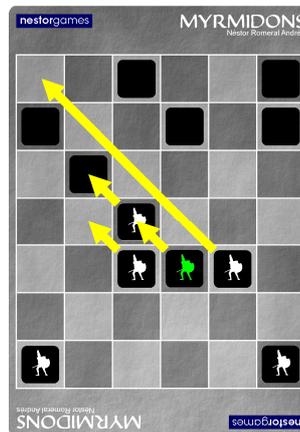


But if the attacker's sword value is lower than the defender's shield value, the attacker is repelled to the previous space

Notice that the **Commander** can be captured by any piece, as the value of its shield is 1.

## GIVING AN ORDER WITH YOUR COMMANDER

When giving an order with your **Commander**, you can move as many myrmidons as you wish at once in the same direction (in any order), as long as they are adjacent (even diagonally) to your Commander at the start. The Commander is moved, too. Attacking rules apply as normal, but in case an attacking myrmidon loses a fight, it is repelled to the previous space, together with all the myrmidons along the line behind it. Notice that this action may reveal the position of your Commander!



Example: The Commander (green) and 3 units surrounding it move in the same direction. The Commander and two other units move one space diagonally, and the third unit moves 4 spaces in the same direction. One of them engages in a fight. If it loses, it will be repelled to the previous space and the Commander behind it will be repelled too.

## GOAL AND GAME END

You win by achieving **at least one** of these goals:

- Eliminating the opponent's Commander.
- Eliminating 4 of the opponent's pieces.
- Having one of your pieces on your opponent's back rank (the row closest to him) at the start of your turn.

## EXPANSION

If you've purchased the expansion, you can use the additional blocks in several ways (upon agreement):

- Split **all** the blocks in two equal teams. Each player then secretly chooses 5 myrmidons from her team plus the Commander (so the armies can be different).
- Both players agree on the combination of myrmidons so both armies are equal.
- Place all blocks except the Commanders facing down. Each player takes 5 of them randomly.
- You can also use 12 myrmidons per team, instead of 6 (by placing them in the 2 first rows).

## STRATEGY TIPS

The Commander is very powerful if used properly. But never attack with a group of myrmidons so that the Commander can be directly attacked after the move.



The Chelone Formation (turtle) allows you to move 4 myrmidons at once without revealing your Commander.

As a fight is won with a sword value higher or equal than the opponent's shield value, offensive play is recommended.