

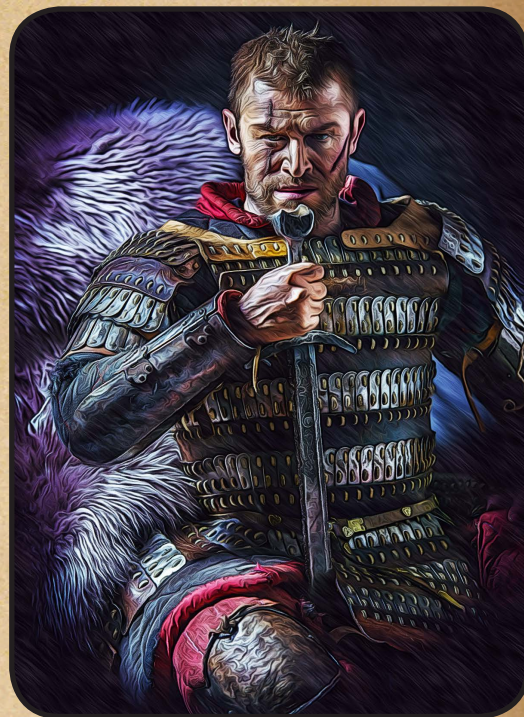
Hoplomachus ORIGINS

A game by Adam Carlson and Josh Carlson
1-2 players / Age 12+

Rome, a place that seems synonymous with gladiators and the arena. But the Roman Empire wasn't the only civilization with sanctioned battles. In fact, many of the known gladiators types came from other lands. Origins takes you back to the beginning...before amphitheatres...before Roman dominance.

3 civilizations, unknown to the rest of the world, but on the verge of rewriting history as we know it! The unstoppable brawlers of Xanadu, the strategic marauders from ElDorado, and the deadly spearmen of Atlantis have been in preparation for years. Every gladiator house has been plotting, training, and battling for a mear opportunity! But oh what an opportunity!...to travel with emmisaries to the gates of Rome with a plan to take down the empire by way of the arena!

You represent one of those gladiator houses! It's time to show your fellow gladiators why YOU deserve this great honor instead of them. Draft your gladiators wisely! Death is not spared on the weak or unprepared!



What's Inside:

This Rulebook

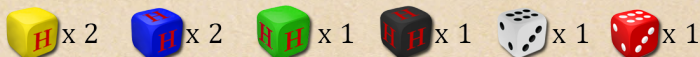
3 Gaming Mats:



4 Reference Cards:



8 Six-sided Dice:



50 Health Chips:



1 Flip Chip:



1 Chip Bag:



38 Unit & Tactic Chips:



Gladiators

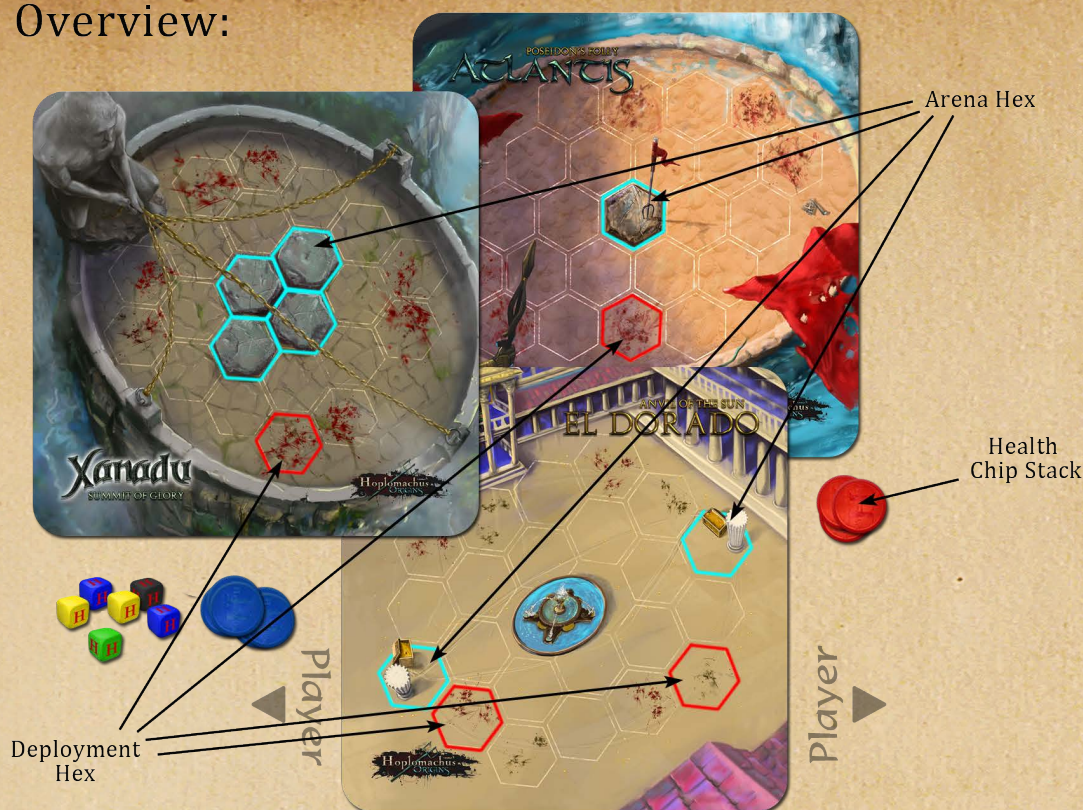


Tactics



Champion/Arena

Board Overview:



Board Glossary



Arena Hex (El Dorado): These hexes are unique to each arena. See corresponding Arena section.

Arena Hexes (Atlantis): See corresponding Arena section.

Arena Hexes (Xanadu): See corresponding Arena section.



Deployment Hexes: Gladiators are placed on one of these bloody hexes when being deployed. Each player 3 or 4 Deployment hexes available to them depending on the arena being used.



Deployment Hexes (El Dorado): El Dorado has 4 Deployment hexes that are brown instead of red in color. These 4 hexes are to be used by a single player.

Chip Types



Unit Chip: Units are used to do battle in the arena. Units include Champions and Gladiators.



Tactic Chip: Tactics are used to support or hinder units in the arena.



Arena Chip: These start on the arena. Use these to complete your objective.



Health Chip: Each player is assigned Red or Blue as their health color. These chips are placed underneath a unit entering the arena. The amount is based on each unit's starting health stat. When a unit no longer has health under it, it is defeated and cannot return to this Arena.

Unit Chip Glossary

Health: Shown by Health chips under unit.

Attack Range: Unit may attack target up to this many hexes away (*an attack range of 1 can only attack adjacent units*).

Move Range: Unit may move up to this number of hexes on their turn.

Tactical Range: Unit may play a tactic on target up to this many hexes away. Tactics can always be played on yourself.

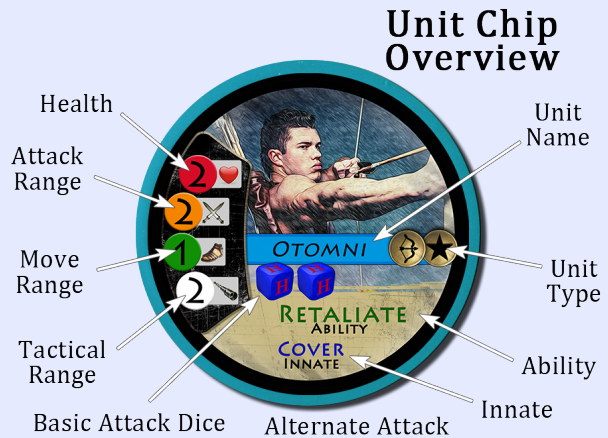
Basic Attack Dice: Use these dice when rolling for a Basic Attack.

Alternate Attack: Use this attack in place of this unit's Basic Attack.

Ability: This can be used once per turn and as soon as the unit is deployed.

Innate: This is always active as soon as the unit is deployed.

Unit Types: *Champion, Special Gladiator, Archer, Attacker, Defender, Tactician, and Spearman.*



Note: As we move through this rulebook, we will be doing it from a PvP (Player vs Player) perspective. Solo mode is covered in gross detail within its own section after PvP.

Gameplay Basics

A player's turn has 3 phases: 1) Deploy a Gladiator, a Tactic, or one of each. 2) Move (*with all eligible Gladiators*). 3) Attack (*with all eligible Gladiators*).

¹Deploy ⇨ ²Move ⇨ ³Attack

Each phase must be completed one at a time and in order. Once you move to a new phase, you cannot go back to an earlier one. After all 3 phases are complete, a player has finished his/her turn. Gameplay is conducted with players taking consecutive turns (*a "round" is both players completing a single turn*), and is over when a Challenge is completed or all opposing Gladiators are eliminated.

How do my Gladiators work?

Phase 1: Unit & Tactic Deployment

Gladiators must come into play on any one of your available **Deployment Zone Hexes**. When deploying a Gladiator, place red/blue chips underneath the unit equal to the Health number shown on the chip. There are 3 or 4 Deployment Hexes available to each player depending on the Arena you are playing in.

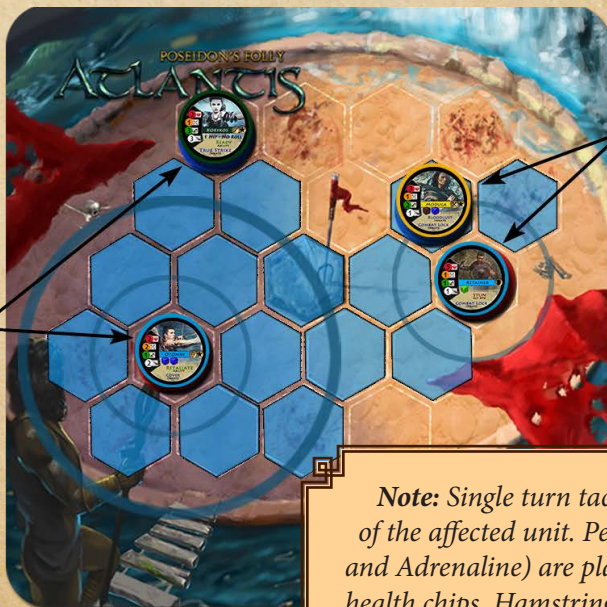
Deployment Hexes



Note: “*” is player’s own Arena Hex.

Gladiators are not able to move or attack the same turn they are deployed (*certain abilities may provide exceptions*). **Gladiator Abilities** and **Innates** are active immediately upon deployment. **Abilities** are usable once per turn and **Innates** are always active. Pay attention to what phase each **Ability** can be used in.

Tactics can be played on your own deployed units or your opponents. To play a tactic on a friendly unit, simply follow the instructions on the tactic chip and place it under that unit. To play a tactic on an enemy, the unit must be within the tactical range of one of your own units. A unit with ‘Tactical Range 3’ must be within three hexes of the target unit during your deployment phase. A gladiator’s Tactical Range is immediately available upon deployment.



This unit has a Tactical Range of 2, but it’s still not far enough to play a negative Tactic on the Xanadu unit.

This unit has a Tactical Range of 1, which is enough for him to play a negative Tactic on the El Dorado unit.

Note: Single turn tactics (e.g., Stun) are placed on top of the affected unit. Permanent effects (e.g., Hamstring and Adrenaline) are placed between the unit chip and its health chips. Hamstring removes any Adrenaline effects because it drops movement to zero (remove the Adrenaline chip). If Hamstring is played first, Adrenaline will increase that unit’s move range from 0 to 1 (in this case, keep both Adrenaline and Hamstring chips under unit).

Phase 2: Movement

To move a Gladiator, check its **Move Range**, and then simply slide it along with all of its health chips. All of your eligible Gladiators may move during this phase. You do not have to move the full range of the unit. Once you choose to move a unit, you cannot 'save' part of the its movement for later during this phase (e.g., you cannot move a *Tactician* out of the way for another unit, move that unit, and then continue to move the *Tactician*).

In order to move to another hex, that hex must not be occupied. It's not possible to move "through" another unit unless a specific ability allows for this. Be sure to check for movement modifiers (e.g., *Adrenaline*, *Hamstring*) under units before moving them.

Phase 3: Attacking

To Attack, select which Gladiator you will attack with and then announce if you are using its **Basic Attack**, or its **Alternate Attack** (if it has one). All of your eligible Gladiators may attack during this phase!

When making a **Basic Attack**, refer to your unit's Attack Range to determine if the target is within range. Line of sight is not needed for ranged attacks. There are 4 attack dice colors, each with its own odds of landing a HIT. Each 'H' that is rolled is a HIT of 1 damage, and each blank is a MISS.



Move and Attack Examples



Attackers can move a distance of 2 hexes but cannot move thru other units.



Attacker must choose only one target when performing a Basic Attack.



Or the Attacker may choose to try its Alt Attack to hit both units.

Attack Sequence:

- 1) Choose one of your units to perform an attack and declare if it's a Basic or Alt Attack.
- 2) Declare the target opposing unit.
- 3) Basic attack: Select the Basic Attack Dice pictured on your unit. Make sure to include all Attack modifications that apply to this unit. *For an Alt Attack, refer to description given for that attack.*
- 4) Roll all dice and add up the total number of "HITS".
- 5) Your opponent now has a chance to use an ability such as Intercept Blow or Retaliate.
- 6) For each "HIT" suffered, your opponent must remove a health chip from under the unit receiving the hit. When the last health chip is removed, the unit is defeated and removed from play (*cannot be used again this game*).
- 7) Repeat this sequence for each unit you intend to attack with during this phase.

Once your Attack phase is complete, your turn is over.

NOTE!! It is considered proper etiquette to state your attacks loud and clear, along with pointing out the attacking unit followed by the unit being attacked. Also, should you roll a successful attack, allow your opponent to remove his/her own health and unit chips. It is the responsibility of your opponent to make any ability declarations during this time.

Playing the Game

Setup

Place all 20 gladiators and 8 tactics
(Green, Blue, Yellow, Orange, and Purple chips) face-up between both players.

Note: We recommend a starting lineup that consists of:
4-6 Gladiators, 1-2 Special Gladiators, 1-2 Tactics

The Draft

Each player will be drafting a lineup of 8 gladiators and tactics. After rolling all Attack dice to see who starts the draft, the first Player will draft one gladiator or tactic. Players will take subsequent turns selecting a chip to add to their lineup until each player has 8 chips.

While drafting, it is important to keep a few rules in mind.

- You will only be using six of your eight chips for each of the three challenges.
- Each team may only deploy one Special Gladiator (*as represented by a STAR icon for a unit's type*) for each challenge.
- 3 challenges make up a game of Origins. After each challenge, the loser will eliminate one of the winners chips from their lineup for the remaining challenges.
- House Reputation restrictions must be considered when drafting (*see page 8*).

Gameplay

After the draft takes place, clear all undrafted chips. Players will randomly select one of three Origins' arenas (*we suggest 3 chips in a bag to be drawn*). This arena mat, along with health chips and attack dice, are placed in front of both players. Drafted Gladiators and Tactics remain in front of each player (*face up or down - your choice*). These chips are set aside after they are used/eliminated. Keep these all together as you will be using them in your remaining challenges! The player that did NOT start the draft will take the first turn in the first Challenge! After that, the loser of the last challenge starts the next.



House Reputation

You are representing a royal house of gladiators that is trying to establish itself as the one and only house to represent your civilization in Rome. To be considered, you must build up your reputation by fighting other houses in PvP combat. Anytime you fight another house, you are being watched. An arena win grants you 10 House Rep points and a loss, loses you 5. This means any time you play someone in a game of Origins, you have the chance to earn 30 House Rep (*since a game of Origins is 3 battles*). Even if you win the first 2, the 3rd game is important to play for House Rep purposes.

House Reputation is an integral part of the Origins storyline. Feel free to get a few games under your belt before tackling this part of Origins, but when you are ready, we recommend ALWAYS tracking and utilizing the House Rep rules every time you play Origins PvP!

Your reputation is tracked on the House Rep card provided and is only tallied at the start/end of a game of 3 challenges. Therefore, if you win your first battle, it does not affect your House Rep until after all 3 challenges have been played. Before you begin your next battle, be sure to check your existing level and adhere to any draft restrictions.

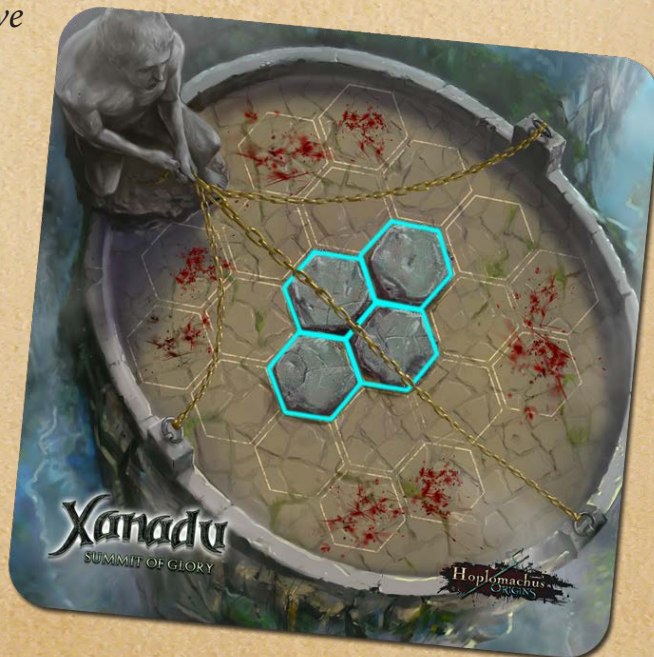
House Rep goes from 0 to 200. At that point, the only way to increase it further is to complete the Solo Trials which will give you an additional 50 points.

Origins Arenas

Xanadu: Summit of Glory

Deep in the heart of Asia lies the hidden city of Xanadu. While no one can seem to pinpoint its exact location, many insist this legendary place is real. It is said there is only one path in and out of Xanadu. Shrouded in mist and dense foliage, the path has been sought out by many adventures yet remains undiscovered. Xanadian warriors have been training for generations, protected by this curtain of fog. Through strength alone, have perfected their fighting style and through strength alone they have built an arena to reflect this might! Behold, the Summit of Glory!

Xanadu Objective: Play this challenge to six Arena Points, or eliminate your opponent to win. Use the red and white D6 dice provided in the game to track your points. Each player only uses the four deployment hexes nearest to them. Any unit occupying an Arena Hex gains the **Skill: Elevated**. Any unit occupying an Arena Hex at the start of its turn gains +1 Arena Point (*more units means more points*). Once a player reaches six points or more, the challenge is immediately won.



Solo Note: Ariq Boke & Kublai Khan are Champions, take note as some tactics may not work on them. The Champions will also gain Skill: Elevated as long as they remain on an Arena Hex. Eliminating Ariq Boke or Kublai Khan, does NOT end this challenge.

El Dorado: Anvil of the Sun

The city of gold. A place that appears in poor and rich men's dreams alike. Ruled by the golden king, this city is more than a dream to those that inhabit it. Within a temple arena erected in the king's honor, warriors from the nomadic tribes traveling the trade routes nearby, gather here for an unusual challenge. Two golden chests, filled with gems and coin, sit at the ends of the arena. A game of speed and strategy ensues as the challengers attempt to deliver and place their tribute atop a pillar while protecting their own. Bloodshed is inevitable. If the king is entertained, the winning side is awarded the tribute they carried, while those on the losing side face much less...desireable outcome.

El Dorado Objective: In this challenge, deliver the Tribute (*chip*) to the opposing Arena Hex, or eliminate all your opponents to win. Please note, each player's deployment hexes, and Tributes, are assigned by color (*bright red/brown*). Any unit may occupy either Arena Hex or cover either Tribute chip (*you may only pick up your own Tribute*).



At the end of the movement phase, any gladiator standing on its own Tribute chip may pick it up (*place it between unit chip and health chips to show possession*). A Tribute 'Holder' gains **Skill: Elevated**. Tribute Holder may also forgo its Atk option (*during attack phase*) to drop the Tribute Chip onto an adjacent hex, even if that hex is occupied (*another unit may acquire this at the end of their next movement phase*). If Tribute Holder is eliminated, Tribute Chip drops onto hex it was currently on (*always remains in play*). Once the Tribute Holder reaches opposing Arena Hex, the challenge is immediately won.

Solo note: The Zipa & The Zaque are Champions, take note as some tactics may not work on them. The Champions will also gain Skill: Elevated as long as the Tribute is in their possession. Eliminating The Zipa or The Zaque, does NOT end this challenge.

Atlantis: Poseidon's Folly

The stories of Atlantis reach to all corners of the world. Said to be ruled by Atlas and his twin brother Gadir, the tales of city paint a picture of an advanced civilization much ahead of its time. If those that told those tales only knew the truth! Far across the ocean, tucked within a chain of islands surrounded by reefs, and build within a vast network of water caverns, Atlantis thrives! With spear warriors unmatched in skill, they train on a fierce island arena

that doubles as a feeding grounds for the oceans most deadly beasts. These Atlantean gladiators fight for leadership and control of Poseidon's spear - the one thing that has power over the creatures from the depths.

Atlantis Objective: There is only one way to win this challenge, defeat your opponent's assigned Leader! The first gladiator deployed from each team will be designated its Leader, this may be any gladiator. The Leader will get a bonus of double its starting health (i.e. Korykos starts with 4 health, Defender starts with 10 health). Feel free to use a black chip

to help identify and track which is the team's Leader. Each player only uses the three deployment hexes nearest them.



At the end of the movement phase, any gladiator standing on the Spear Chip may pick it up and place it between unit chip and health chips (to show possession). Spear 'Holder' gains **Skill: Elevated**, **Ability: Trident's Call**, and **Alt Atk: Trident Spear**. If Spear Holder is eliminated, Spear Chip drops onto hex it was currently on (always remains in play). Once the opposing Primus is defeated, the challenge is immediately won.

Solo note: Gadir & Atlas are Champions, take note as some tactics may not work on them. The Champions will be 'acting Leader' as well, however they will not have the double starting health bonus. Eliminating Gadir or Atlas WILL win the challenge!

Crowd Favor Gladiator Battle Royale

Have you acquired a few Crowd Favor Gladiators? If you have at least 2 for each player (we recommend teams of 4-6 CF Gladiators), you are welcome to put your CF Gladiators to the test! Simply follow the same rules for each Challenge but only draft from your CF Gladiators. If you wish to use Tactics as well, this is an optional variant for players.

Hoplomachus games are backwards and forwards compatible! Do you also own *The Lost Cities* or *Rise of Rome*? Mix it up a little bit by adding these gladiators (non-Champions) to the *Origins* draft! Additionally, if you feel like taking on a Titan with the all-new *Origins* gladiators and tactics, go ahead and boost your favorite City with a new custom build of 14 chips!

The Solo Trials

"If you are reading this decree, it means you must be considering submitting your house to The Solo Trials. While most houses compete against other houses of equal strength and number, you have chosen to stand out from the rest. By completing the Trials successfully, you ensure the best chance of your house being selected for the journey to Rome."

The Trials are a set of 20 challenges that will test your ability to maximize the use of your gladiators against an increasingly harder opponent. Your draft parameters will be altered in numerous ways, forcing you to adapt and revamp your strategies to fit each challenge. You will work your way through all 3 arenas and face 4 different challengers within each (see your Trials card for specifics). If a Trial is passed, you may move to the next. Each Trial may be attempted twice, but if neither attempt is successful, you must go back to the previous Trial.

Every challenger you face will have its own AI that ranges from a base set of directives for himself and his team (*determined and altered by your deployment and move choices*), to a 4-die roll that determines skill activation, movement, and attack.

Your "Base Drafting Rules" for solo play are as follows: ***Draft 6 Units/Tactics to be used against your challenger.*** Refer to your Trial card to see how that rule will be altered for your first Trial. Remember to track your progress on a separate score sheet with the name of your gladiator House on top! Let the games begin!

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Are you stumped on a specific rule or an odd situation in the game?
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Skills Reference List: Abilities, Alt Attacks, Innates

Abilities are usable once/turn

Alt Attacks are used in place of a unit's Basic Attack

Innates are always active

Absorb: When attacked and hit with a Basic Atk, unit takes 1 less dmg.

Bloodlust: If this unit is not at full health, add 1 black die to its Basic Atk.

Combat Lock: Opposing units may no longer move for as long as they are adjacent to this unit. Opposing units attempting to pass by this unit must stop the instant they are adjacent. Skills that can displace units may have a way of breaking Combat Lock.

Cover: Roll 1 yellow die anytime an opposing unit passes over and/or ends its move on a hex within this unit's attack range. Each hex within atk range grants this roll.

Distract (Innate): All dice used by adjacent opposing units for Basic Atks and Skills are changed to yellow.

***Elevated:** Unit does +1 dmg, with a successful Basic Atk, to another unit that is not elevated. **Elevated is an Arena activated Skill.*

Embolden: Friendly units within 2 hexes of this unit, gain Skill: Retaliate.

First Strike: Unit can attack the same turn it is deployed.

Gold Runner: Opposing units within this unit's Tactical Range cannot use Basic or Alt Atks when attacking this unit.

Hardened: When attacked and hit with a Basic or Alt Attack, unit takes 1 less dmg.

Initiative: Unit can move the same turn it is deployed.

Inspire: Friendly units within 2 hexes of this unit gain +1 dmg on a successful Basic Atk.

Intercept Blow: When a Basic Atk damages an adjacent friendly unit, this unit can intercept that entire damage. Damage cannot be split up.

Intimidate: Opposing units within this unit's Tactical Range cannot use Basic Attacks when attacking this unit.

Long Shot: Roll 1 yellow die to attempt a 1 dmg ranged attack up to 4 hexes away.

Lunge: If this unit does not use its own move, increase its atk range by 1 for this turn and change attack to 2 green dice.

Parry: Unit ignores first successful Basic Atk against him each turn.

Pervasive Absorb: Friendly adjacent units gain Skill: Absorb.

Power Throw: Unit may make an attack using 1 Yellow per adjacent friendly unit.

Propel: Launch an adjacent friendly unit 2 hexes away from this unit; launched unit cannot move or attack this turn. *Usable during move phase.*

Ready: Unit may move and attack the turn it is deployed.

Reposition: Instead of attacking, unit may move 1 hex.

Retaliate: When attacked and hit with a Basic Atk by an adjacent unit, do 1 damage back to the attacking unit (*even if this unit is defeated*).

Shove: Move this unit 1 hex into opposing unit, that unit also moves back 1 hex. If opposing unit cannot move directly back one hex, Shove cannot be used. *Usable during move phase.*

Skewer: Unit may attack both an adjacent unit and the unit directly behind it (*straight line*).

Strategic Attack: All friendly adjacent units gain an additional yellow die to use with their Basic Atk this turn.

Stun: Roll 1 blue die to attempt to Stun an adjacent unit. A stunned unit must be flipped over and ignores all stats and effects but its health. Stun lasts one full round until the start of that phase. Stunned beasts cannot lock players in place. Champions CAN be stunned by a gladiator (*not a tactic*).

Swap: Unit may switch places with another adjacent unit. Usable during move phase.

Toss: Unit may move adjacent unit one hex left or right, remaining adjacent. *Usable during move phase.*

Trident's Call: Throw Spear to an open hex within 3 range and summon a Sea Monster (*flip to see which Sea Monster is used*) on top of that hex. Spear is placed beneath Sea Monster. *Call is an Arena granted Ability.*

Trident Spear: Unit makes up to a 3 range attack using a green, blue, and yellow die. Spear is placed beneath target unit. *Spear is an Arena granted Alt Atk.*

True Strike: Basic Atks by this unit can be used as Alt Atks.

Whirlwind: Roll (x) yellow dice equal to total adjacent opposing units - total damage is applied to all adjacent opposing units. *Origins' Attackers use yellow die for Alt Atk instead of blue.*