OFFICIAL RULES ANSWERS

Errata & FAQ

Updated 26 October 2026. This page replaces the Errata & FAQ of May 2025. Where it and the printed rulebook differ, this page wins. It answers the rules questions players have asked on BoardGameGeek, on Kickstarter, under YouTube videos and in our Facebook group.

Page numbers refer to the printed English rulebook. Translated editions already include the errata below. The English rules online have every correction written into the rulebook text.

NEW added on 23 October 2026 CORRECTION replaces an earlier answer of ours

apeiron.games/pillars/faq · updated 26 October 2026. The web page is always the latest version.

Errata

Corrections to the printed components. Play with these.

Rules of Play

CORRECTION Resource tiles go face up p5, step 20

Place the Resource tiles randomly on the Land spaces, then turn them face up.

Our May 2025 errata pointed to page 4, step 10 by mistake.

NEW Use all 21 Strategy tiles p4, step 6

There are 7 Strategy tiles of each type. Split each type into a stack of 4 and a stack of 3, then flip the top tile of each stack face up. Three tiles were added late and missed the setup text.

Choosing where a Ship's Power goes p6

When you choose which Land space receives Power (for example, from a Ship in a Sea space), that choice lasts only for the phase in which you make it. Whenever Power is counted again later, you may choose again. A Ship may count for one Land space during your Status Check and for another during your Advance Turn.

CORRECTION A Mythology reward refreshes the same type only p7 and p11

When a reward lets you draw a Mythology card, the alternative of Energising one of your cards instead applies only to a card of the same type. A Titan reward Energises a Titan, an Olympian reward an Olympian, a Demigod reward a Demigod. This applies to track rewards (p7) and to Population-tile rewards (p11).

The May 2025 errata named page 7 only.

NEW The step-3 City needs Power in the Region p7

To gain the Common City tile on step 3 of a Region track, a player must have at least 1 Power in that Region. If no player has any Power there, nobody gains it: place it on the space below the Build section of the Rondel. Ties are broken as printed.

NEW Each Player-board row gives its Strategy tile once p6, p10, p11

Emptying a row of your Player board earns its Strategy tile once per game. If pieces come back into that row and you empty it again, you gain nothing more.

Status Check progress is free p8

Progressing on a track through Domination or Consolidation costs nothing.

One Prophecy per turn p8

You may Fulfil at most one Prophecy per turn, at the end of your turn. Persephone is the exception (see Persephone).

CORRECTION When you may Invoke a Mythology card p8

On your turn, you may Invoke any number of Mythology cards before, between or after the steps of your turn: before your Status Check, between its steps (Siege, Domination, Consolidation), between the steps of your Advance Turn or Replenish Turn, and at the end of your turn. You may not Invoke in the middle of a step, for example halfway through your Movement or during a Build.

On another player's turn, you may Invoke at most one card, before, between or after their steps, as printed.

Cards that cancel something (Asclepius, Lotus Eaters, and Ra and Hathor of the Kingdom of Egypt) are played at the moment the thing they cancel happens. On another player's turn, that is your one card.

This replaces our BoardGameGeek answer of August 2025, which allowed Invoking in the middle of an action. One clear set of moments keeps every table, and the Board Game Arena version, playing the same game.

The yellow player's example p12

In the example, the yellow player also draws two Titan cards and keeps one, as a track reward.

NEW Game end: count different tracks p6, p13

The game end triggers when players have reached the end of a number of *different* Region tracks equal to the number of players. Two players reaching the end of the same track count as one track.

CORRECTION Barbarian movement ties p15

Barbarians move towards the closest Land space with a Building, City or Pillar. If two spaces are equally close, they move towards the one where a player who owns a Building, City or Pillar there has the least Power. Players with no Building, City or Pillar in the space are ignored. If still tied, they move towards the space with the least total Power of all players, and then as printed.

This replaces our May 2025 answer, which mixed the two readings.

"Advanced deck" means the Resource deck p31

On page 31, "Advanced deck" is a typo for the Resource deck. This only matters for the printed rulebook: Olympic Athlete is no longer used in the solo game (see Cards removed from the solo game).

Player Aid

Building requirements

To Build a Building in a Land space you need:

1. one of your Workers there;
2. no other Building of yours there; and
3. no Building of the same type there, from any player.

There is **no Region limit**. The Player Aid's line about one Building of each type per Region is a misprint; the rulebook (p10) is right. A Land space can therefore hold at most one Temple, one Agora and one Citadel, each from a different player.

Cards and components

Kyrene

Kyrene's City-state ability can be used once per turn.

NEW Polis Expansion

The track progress is free. You progress once per Region with one of your Ships in its Ports, however many Ships you have there.

Asclepius

The card text should start with "Invoke", not "Energise".

Iapetos

Iapetos removes another player's *Land Unit*, not any Unit.

Kerberos

Kerberos can be used once per round.

NEW The Kingdom of Egypt cards p3

Memphis cannot use normal Mythology cards. Whenever it would gain one, it takes one of its four Kingdom of Egypt cards instead:

- **Apep, Ra and Hathor** are Memphis's Mythology cards. Place the chosen card in a Mythology slot; Memphis Invokes and Energises it like any Mythology card, and it counts as a Mythology card for Prophecies.
- **The Great Pyramid of Giza** is Memphis's special Monument. Take it into your hand and play it like any Monument card.

The component list calls these cards "Action cards" and the Memphis tile says "4 special Mythology cards"; the printed card faces are right.

NEW The 5th player

The 5th player (Epic Expansion) is for the Siege of Destiny mode. A 5th player draws 7 cards at setup.

Mythology cards

For when you may Invoke, see When you may Invoke a Mythology card.

NEW Atlas: what moves, and where?

Choose a Region. Any or all of the Units, Buildings, Pillars and Siege tiles in that Region may move, each to an adjacent Land space of your choice. Each piece may go to a different space, and the destination may lie in another Region. Restrictions are ignored, so pieces may end up stacked (for example, two Pillars in one Land space; see two Cities or Pillars in one space). Cities do not move.

NEW Persephone: which Prophecy, and when?

Persephone lets you Fulfil one extra Prophecy, immediately when you Invoke it, even on another player's turn. It comes on top of your normal one Prophecy at the end of your turn. You must meet that Prophecy's requirements within its own Region, as usual.

NEW Gorgon: which turn is "this turn"?

The turn in which you Invoke it. To stop another player's Units from moving, Invoke Gorgon on that player's turn, before their Movement step. Used on your own turn, it stops those Units only during your turn.

NEW Lotus Eaters: when do I play it?

When another player uses the ability of their Action card, before it takes effect. Their card stays played and their Rondel move stands; only the ability is cancelled. This is your one card for that player's turn.

NEW Theatre: can it copy a used Mythology card?

Yes. Theatre may copy the ability of any Mythology card of another player, whether it is Energised or Invoked. Their card does not change state.

NEW Perseus: what happens to the card?

Choose any Mythology card of another player, Energised or Invoked. They discard it to the bottom of its deck, and you may use its ability once, immediately, as if you were the active player.

Kerberos, Theatre and Athena together

Kerberos can be used once per round (errata), which stops the repeat loop players found. Theatre copies the ability of any Mythology card of another player. Athena can be Energised by an Olympian reward (see Athena).

Athena: can she refresh herself?

Athena lets you progress on any track. Whenever you would gain an Olympian card as a track reward, you may Energise an Olympian card instead, Athena included. A Demigod or Titan reward cannot Energise Athena.

NEW When do Mythology tiles leave the board?

A Mythology tile (Ares, Aphrodite, Sphinx, Hestia) stays on the board while its card is Invoked. When that card is Energised again or discarded, remove the tile.

NEW Aphrodite: how long is the Unit mine?

Until Aphrodite is Energised again or discarded. It may be any Unit, including a Hero, as Heroes are Land Units. The exception is Achilleús: other players cannot affect the Land space he is in with Mythology cards.

NEW "Reduce to 1" against "+1" (Orpheus and others)

An effect that sets Power to a number applies after every bonus. A Land Unit under Orpheus has exactly 1 Power, whatever upgrades or +1 effects it has. Orpheus does not affect Ships.

NEW Cyclops: can that space still be Settled?

Yes. Moving the Pillar into an unexplored space explores it: flip its Population tiles face up. The Population tiles stay until someone Settles the space. Whoever Controls it may Settle it later: they remove the Population tiles and take the reward, but place no Pillar, because one is already there. The Pillar's owner may deplete that space's Resource tile as usual.

NEW Asclepius and Hathor: what counts as "removal"?

A Unit returned to your Player board by Iapetos or Okeanos, and a Unit lost in a Skirmish.

Zeus: can he take a player's last City?

No. That would eliminate the player, just as you cannot lay Siege to a player's only City.

Hades

You may take back any Exiled card, including one another player Exiled. The card stays in your hand after you use its ability.

Full Mythology slots, and losing a Temple

If all your slots are full when you gain a Mythology card, you may discard one of yours to make room. The new card arrives Energised. If you lose a Temple and now have more Mythology cards than slots, discard down to your slots at once.

Characters, Monuments and City-states

A Character card from a track reward: may I Exile?

No. You may Exile only when the reward shows the Exile icon, or when you Procure (Monuments included).

When does an Action card's ability work?

Only when you play the card to advance on the Rondel, at the start of your Advance Turn. A card discarded to pay for something gives only its Resource.

Amazon and another player's Ships

Amazon may move another player's Land Units through that player's Ships.

NEW Architect: where does the City come from?

From the Common City tiles below the Build section of the Rondel, as with a normal Build.

NEW Minotaur: do I need a Worker?

Yes. Minotaur gives you an extra Build action with a 1-Resource discount, following the normal Build requirements, so you need one of your Workers in the space.

NEW Oilmaker: "a discount of Wild Resource"

Once during your turn, pay one Resource less, of any type you choose. The icon at the bottom of some cards marks cards used only with 3 or more players.

CORRECTION Grand Temple: no ability?

Correct, it has no ability. It is the one Monument worth 3 Glory, as printed; every other Monument is worth 1. The 2 on the card is its Power.

In June 2025 we confirmed "worth two points" on BoardGameGeek by mistake.

NEW Great Pyramid of Giza: what does "rearrange" mean?

Move up to three of your Buildings and/or Pillars to any Land spaces on the board, ignoring the usual restrictions. The Pyramid is Memphis's Monument card: it goes into your hand when you gain it (see the Egypt cards).

NEW Memphis, Qart-ḥadašt and Mythology Prophecies

Memphis's Apep, Ra and Hathor count as Mythology cards for Prophecies (see the Egypt cards). Qart-ḥadašt's Exiled Mythology cards do not count; they only add Power to its Temples.

NEW Kyrene: "if Wild"

This applies when Kyrene depletes a Wild Resource tile, which is Atlantis in the Atlantis mode. Kyrene then produces 2 of one Resource. With a matching Guild, Kyrene produces 4.

CORRECTION Argos: how much Glory?

3 Glory for each *different* player whose marker you hold at game end: at most 3 in a 2-player game, 6 with 3 players, 9 with 4.

In May 2025 we wrote that two wins give 6 Glory in a 2-player game. The card is right.

Pella

Pella's track Power counts only when Power is compared for a whole Region, never for a single Land space.

Emporion

Its ability works once per turn, as printed.

Athenai (Aegean): the setup Strategy tile

It works from the start of the game, like any Strategy tile.

NEW Rome

Rome (Mediterranean side, Epic Expansion) has a City-state tile and no extra cards. *All Roads Lead to Rome:* it costs 0 Movement to move one of your Land Units into an adjacent space with one of your Buildings.

NEW Where is the text of the Strategy tiles?

The tiles show only icons. Their full text is Appendix 2 of the rulebook (p14), and that text is the rule.

NEW Divine Ascent: one step or several?

One step. Each time you perform a Settle Rondel action, progress one step on the Olympian or Titan track, paying 3 Resources less than its cost. Architects of Prosperity (Build) and Olympic Games (Deploy) work the same way.

NEW Archery Mastery

Each of your Hoplites may give at most 1 Power to one adjacent Land space instead of its own. That Power counts there for everything: Control, Domination and Consolidation.

NEW Tactical Manoeuvre

Each Movement may move all your Units from one space to an adjacent Land space. With 2 Movements you may do it twice.

Building, Settling and Control

Pillars and Cities are not Buildings

Buildings are Temples, Agoras and Citadels only. A Land space may hold a City, Buildings and a Pillar at the same time. For the Building rules, see Building requirements.

Two Cities or two Pillars in one Land space?

Not through normal actions such as Build or Settle. Card and tile effects can break the normal rules (the Golden Rule), so a Mythology card, for example, can leave two Cities or two Pillars in one Land space.

Two Pillars and one Resource tile: nobody owns the tile. You deplete it by moving your Pillar onto it, and only if no Pillar is already on it (p7). So whoever depletes it first puts their Pillar on it, and the other player cannot use it while that Pillar is there. When its owner Replenishes their Pillars, the Pillar moves back beside the tile, still in the same space, and either player may deplete it again.

Settle: where, and with what?

You may Settle any Land space you Control. You don't need a Land Unit there: Buildings, Ships in its Port and Cities count towards your Power. Settling removes the space's Population tiles, and you take their rewards. Then, if the space has no Pillar, you may place one of yours.

NEW Settling late in the game

Settle still lets you place a Pillar on any Land space you Control that has none. A space holding another player's Pillar can be Settled if you Control it: you take any Population reward still there, but place no Pillar. To take over another player's Pillar, lay Siege.

NEW Controlling a space or a Region

You Control a Land space when your Power there is higher than every other player's and higher than the total of its Population tiles. You Control a Region the same way, using your total Power across the whole Region; you do not need to Control each space in it.

Only face-up Population tiles count. A face-down tile adds nothing until it is explored.

NEW Strategic Initiative against Population tiles

Strategic Initiative wins ties against other players only. Against Population tiles and Barbarians your Power must still be higher, never equal.

NEW The step-3 City: where must it go?

Into any Land space of that Region without a City; it doesn't have to be one you Control. If the Region has none, or is a Forbidden Domain, place it in a suitable space in another Region. For who gains it, see the errata.

Can Domination or Consolidation reach step 5?

No. A Status Check never takes you beyond step 4. You reach step 5 by Ascending, or through card and tile effects.

NEW Track rewards and the lightning icon

Track abilities are permanent and add up. A lightning icon marks a one-off reward, taken once, when you reach that step.

Agora and Monument discounts

Each Agora discount is one Resource of that Land space's type, per track step. A discount larger than the cost makes the step free; it never gives you Resources.

NEW Defeating a Barbarian camp: is the track step free?

Yes. Like every Population-tile reward, it costs nothing.

Sieges and Skirmishes

NEW Is my Siege tile removed if I lose?

Yes. Win or lose, remove your Siege tile and skip the rest of your Status Check.

One target per token

Target exactly one player with your Siege tile, and one player (who may be a different one) with your Skirmish tile.

Removing a Pillar after a won Siege

1. The winner may place one of their own Pillars there, from their Player board. If all their Pillars are already on the board, they may move one from another space, as with Settle.
2. Emptying a row of your Player board this way gains you its Strategy tile, as usual (once per row; see the errata).
3. If the removed Pillar stood on a Resource tile, the new Pillar is placed on the Land space refreshed, not depleted.
4. The player who lost the Pillar puts it back on their Player board, in its matching slot. A Strategy tile on that slot does not block it, and they do not lose the tile.

Do Strategy tiles block returning pieces?

No. Strategy tiles are permanent, and a returning piece goes back to its matching slot.

Skirmish

You need at least one Hoplite in the space. Ties go to the attacker. A losing attacker does not draw 2 cards. The loser redraws the cards they used for Tactical Card Support.

NEW How can I remove another player's Pillar?

By winning a Siege against it, by winning a Skirmish (Skirmish mode), with Krios, or through the Barbarians (Barbarian Hordes mode).

Laying Siege to a City founded by Massalia

Place your Siege tile there as normal and resolve it at the start of your next turn. Only Ships take part, as Land Units cannot enter Sea spaces.

NEW What is Power in a Sea space for?

It matters in two cases: a Siege of a Massalia City built in a Sea space (only Ships take part), and Atlantis. A Ship in a Sea space also gives 1 Power to one adjacent Land space of your choice, chosen again in each phase (see the errata).

Movement and Ships

Ships as bridges

Moving a Land Unit onto one of your Ships costs 0 Movement, whether from a Land space or from another of your Ships. A chain of your Ships across several Sea spaces is therefore one bridge. Stepping off onto a Land space costs 1 Movement. A Ship in a Port is not a bridge. Ships have no capacity limit; the "3 Units per Ship" seen in early videos is from the prototype rules.

NEW One Movement window per Advance Turn

You get one Movement window in your Advance Turn, before or after your Rondel action. Bonus actions from cards (such as Kronos, Scribe, Architect, Minotaur or Bellerophon) do not give another one.

NEW Ships and the bridges on the board

Ships may sail under every bridge drawn on the board: Gibraltar, Messina, the Bosporus and the Isthmus of Corinth.

NEW The Kyklades

The Kyklades islands are Land spaces (p2). Ships may also enter the Kyklades waters (sea spaces 6, 7 and 8). A Ship there gives 1 Power to one adjacent Land space, like any Ship in a Sea space.

NEW Korinthia and Lakonia

Korinthia and Lakonia are not adjacent.

Moving Units across the sea with card effects

Your Units cross only on your own Ships. Amazon is the exception (see Amazon).

Into an unexplored space and back out

Allowed: move in, reveal its tiles, and move on with your remaining Movement.

Can I move 0 spaces on the Rondel?

No. The minimum is 1, even with the Civilisation track bonus (p7).

Setup and turn flow

Is there a hand limit?

No. There is only a Replenish size.

Saving Resources for later

A Resource from a card you discarded must be spent in the same turn; you cannot save it. On a Replenish Turn the order is: your hand, then your Pillars, then Energising. A Pillar refreshed by a City-state ability may deplete again that turn, because that is spending, not saving.

The First Player marker

It never moves. It marks the end of each round.

Prophecies belong to their Region

You meet a Prophecy's requirements within the Region where it is displayed.

Pythia: what is "one requirement"?

One icon on the Prophecy card, or one group of icons printed together. For "Control 3 Land spaces", Pythia means you need to Control only 2.

Setup notes

Ships may share a Sea space. The "V" tiles are removed at step 11. Extra Hoplites wait beside the Mercenary track. Use all 21 Strategy tiles (see the errata).

Gameplay modes and Heroes

Heroes

CORRECTION Theseus

Theseus acts as a Hoplite, a Worker or a Ship, one at a time, so the Military track upgrades never add up. In a Port he has **3 Power in total**: 2 base, plus 1 for the Port. To reach a Port he must first move into the Sea space.

The May 2025 wording ("3, plus one in a Port") read as 4.

Kadmos

While Kadmos is in a space, an opposing player who already has 2 Units there cannot add more. If more than 2 were there when Kadmos entered, Kadmos may move the extras to any adjacent spaces.

NEW Atalanta: depleting "as if she was a Pillar"

She depletes a Resource tile in her space without spending Movement, and you don't need to Control the space. She then stays on that tile, like a Pillar, and cannot move until you Replenish your Pillars.

Barbarian Hordes, Atlantis, Siege of Destiny

Barbarians appear only at revealed camps

Yes. Barbarian tiles are placed only on face-up Barbarian camps. For their movement, see the errata.

NEW Atlantis

Atlantis is both a Sea space and a Land space. Land Units may move in from an adjacent Land space, or cross on your Ships. Take Control of it by Settling its space with at least 10 Power. Atlantis counts as a City for all game purposes, Domination included.

With Trading Monopolies: Atlantis is a Wild Resource tile. If you have a Pillar there at game end, choose one Resource type for it; it counts as a Land space with that Resource when you score Trading Power.

NEW Siege of Destiny: are the Time markers reversed?

No. 6 Time markers with 2 or 4 players and 9 with 3 or 5 players is correct.

Solo: Tyrant's Challenge

NEW Cards removed from the solo game

Remove these eight cards before a solo game: **Theatre, Spy, Diplomat, Hestia, Lotus Eaters, Perseus, Gaia and Olympic Athlete**. The page 31 entries for Perseus, Gaia and Olympic Athlete no longer apply. Shield Maker stays in the game, using its first ability only (p31).

NEW How the Tyrant uses the Wheel

The Resource on the card that starts the Tyrant's Advance Turn (his Active card) is the starting point. To choose a Region or a track, start at that Resource on the Resource wheel and go clockwise until a choice is legal. To choose a Land space, start at the Land icon next to that Resource on the Land Type wheel and go clockwise the same way (rulebook p23).

The Tyrant never moves like a player. His Units are Relocated straight to where his action sends them. When he Deploys his first Worker or Hoplite, or Builds his first Temple, Agora or Citadel, put the Improved Action Reminder tile from under that piece beside its Rondel section: from then on he uses the improved version of that action.

NEW The Tyrant's "City-state Preferred Unit"

It's printed on the Tyrant's City-state Solo Player aid, in the Deploy row: for example, *Least-Deployed: Ship > Hoplite > Worker*. The Tyrant Deploys the Unit type he has fewest of on the board; ties follow the order shown.

Combat in solo

The Siege rules do not apply in solo, and a Mythology card that moves Units triggers no combat (p31).

> A question this page doesn't answer? Ask in the Pillars of Heracles rules forum on BoardGameGeek or in our Facebook group, and we'll add it here.

Game design by Tamás Oláh, solo mode by David Digby, rulebook edited by Chris Spath. Free rulebooks in French, German, Greek and Dutch: apeiron.games/pillars/translations.

Part II of the Legends of Hellas trilogy is on its way: in *Age of Pericles* you carry the weight of Athens' democratic decisions. Follow it on Gamefound.