

Archon

Archons represent their factions on the Council of Atlantis, the executive body that governs the Atlantean Empire. Archons act as faction leaders and politicians, but the faction Priest also has some leadership roles relating to oaths and alliances, and maintaining the faction treasury.

Faction Influence

All factions have a minimum influence equal to their faction Arête score. Faction Influence is a key factor in determining the outcome of votes, both in the Council meetings held by Archons, and the Assembly meetings which all players can attend. No game event or special action can reduce a faction's influence below their Arête score.

Support Influence

A faction can gain temporary increases in influence, referred to as "support influence" or just "support". The following sources of support influence exist:

- support influence granted by an exiled or non-citizen faction (see below)
- support influence granted by Heroes assigned to support an Archon (equal to Hero value)
- support influence from winning the "horse race" for mob support (see Support Phase)
- any other means of generating support influence in accordance with Special Action cards, the Constitution of Atlantis or any proclaimed Laws.

Citizenship, Exile, Influence, and Votes

Citizen Factions: If a faction has citizenship in Atlantis, and is not currently in exile, then it can use its influence in all Council and Assembly votes.

Non-citizen/Exiled Factions: If a faction does not hold citizenship in Atlantis, or is currently in exile, then it cannot directly use its influence in Council or Assembly votes. Instead it can choose to grant its influence to one other faction, increasing its support influence:

- **Council Votes** – influence is granted for the duration of one Phase and can be shifted to a different faction in a different Phase in the same Action Round
- **Assembly Votes** – influence is granted for the duration of one vote and can be shifted to a different faction for a different motion in the same Assembly Round.

For example, in Act II the Oligarchs have an Arête score of seven and have persuaded the Amazons to support them with their influence of five, for a total influence and voting strength of 12.

Note: at the start of the game the Amazon and Mede factions are not citizens of Atlantis and thus have influence rather than votes. No factions start the game in exile.

Archon Sequence of Play

Archon actions are resolved in the following order of play during Action Rounds:

1. **Prytanis Phase:** determine the Prytanis (chief official).
2. **Event Phase:** the Prytanis chooses events.
3. **Debate Phase:** Two minutes of open debate on response to events.
4. **Support Phase:** determine faction influence and vote strength.
5. **Vote Phase:** vote to resolve events.
6. **Check Phase:** check for Assembly or Stasis.

The sequence of play can be completed multiple times during the same Action Round. When the Diplomacy Round starts, play halts at the end of the current Action Phase, and resumes in the next point of the sequence of play when the next Action Round starts.

Prytanis Phase

The citizen faction with the highest Arête score is appointed Prytanis. In the event of a tie in Arête, the appointment is decided by whichever faction holds supremacy in Atlantis. The Prytanis is responsible for presiding over the meeting and determining events. They may be granted other powers under the constitution adopted by the Assembly or laws created by Magistrates during the game.

Note: At the start of the game the Monarchist faction holds supremacy, but this can change through constitutional amendment.

Event Phase

From the three event decks, the Prytanis must choose to activate a number of events equal to the Act number. The activated events will be resolved in the Vote Phase (see below). The events that are not activated are placed in the discard pile. Control will then reveal the next set of three event cards and leave them face up.

Note: additional events will be added to the event decks at the start of Act II and Act III. The majority of the Act I events are motions to adopt a draft constitutional article for ratification at the first Assembly Round. Events in Acts II and III will feature more crises (such as plagues, pirates, and mythic events) that will pose collective action problems for Atlantis.

Debate Phase

Archons are free to debate upcoming votes, events, the threat of stasis (civil strife), potential laws and constitutional amendments, etc. All factions are free to speak in the debate phase, including exiled and non-citizen factions.

Support Phase

Popular support in Atlantis is often dependent on what might be called “bread and circuses”, in particular, having the best racing horses competing in and winning races held in the stadium on Atlantis can give an Archon a short term increase in influence.

At the start of this phase, Archons can choose to conceal one or more Horse tokens in their hands. Control will then ask all Archons to reveal their Horses. The Archon with the most Horse tokens gains bonus influence for the rest of this Action Phase equal to the current Stasis number (which is always at a minimum equal to the current Act number).

All Archons now determine and announce their total vote strength.

Background Note: *it is not considered immoral in Ancient Greek politics to offer bribes to other players for their votes or influence. It is, however, considered treason to be caught taking bribes for performing the duties of your office. If treason trials occur, they will be resolved by Magistrates appointed in accordance with the Constitution.*

Vote Phase

The Prytanis chooses the order in which events are resolved and a vote is held on each event. If an event has multiple options, the Prytanis announces which option is being voted on. Voting is done by players choosing either a YES or NO vote card, then all players revealing their choice at the same time. A player who does not choose a card ABSTAINS.

A simple majority wins all Council votes. Ignore abstentions. Tied votes are resolved in accordance with the constitution (at the start of the game this means that the Archon of the Monarchist faction determines the outcome).

For example, there are 13 YES votes, 12 NO votes and 27 ABSTAIN votes, the motion passes.

Note: Archons who consistently sit on the fence and abstain in votes should not expect to be awarded Arête tokens.

Check Phase

Control checks to see if an Assembly needs to be called, or if Stasis breaks out. If the Assembly agenda is full (ten motions received), announce the upcoming Assembly Round at start of next Diplomacy Round. If Stasis is 13+, a Stasis Phase occurs. Otherwise go back to Step 1 of the Council Phase sequence of play.

Note: If Stasis occurs it must be resolved before Archons can depart for the Diplomacy Round.

Stasis Phase Sequence of Play

In the Stasis Phase the Archons fight a battle in the streets of Atlantis. This does not affect actions elsewhere in the game. The winner gets to change one of the articles of the constitution of Atlantis to their preferred text.

Stasis Phase actions are resolved in the following order:

1. **Stasis Cards** – each Archon draws Stasis cards
2. **Mobs and Mobilisation** – each Archon musters faction units
3. **Deploy** – units are deployed, stasis cards are played
4. **Battle** – resolve combats in contested objectives
5. **Victory** – the Archon with the most victory points wins.

Background note: *Stasis in ancient Greece was strife, especially internal conflict inside cities, which in a modern age might be called civil war. It was generally considered a very bad thing, but it often occurred as a result of fights between factions that had support from friends in other cities with a shared ideology.*

Stasis Cards

Each Archon starts the Stasis Phase with any Stasis cards their faction has gained from special actions. Each Archon then draws additional Stasis cards based on Arête. You can also choose to spend Tyche tokens to draw additional Stasis cards, at a cost of one Tyche token per extra Stasis card drawn.

Special: the Tyrant faction gains bonus Stasis cards equal to the Act number.

Arête	Stasis cards
Highest Arête	8
Second-highest Arête	7
Third-highest Arête	6
Fourth-highest Arête	5
Fifth-highest Arête	4
Sixth-highest Arête	3
Seventh-highest Arête	2
Eighth-highest Arête	1

If two or more factions are tied, award all tied factions stasis cards, and then drop down the ranking order one place for each faction. For example, if the Democrats and the Oligarchs are both tied on second-highest Arête, both factions gain seven Stasis cards, and the next-highest factions gain five Stasis cards, not six Stasis cards.

Mobs and Mobilisation

Each faction starts with mob units (small wooden cubes) equal to faction Arête, plus military units (large wooden cubes) equal to the Act number. Stasis cards may allow additional units to be mustered during the fighting. Heroes may be either sent to safety, or committed to the fighting.

- The Monarchist faction starts with one extra military unit (the Palace Guard) in the Royal Palace.
- Each Architecture megaproject grants d6 bonus mob units to its controlling faction.

Place these tokens in a convenient space in front of you. Except for the Palace Guard, no units start on the maps.

Note: *The city of Atlantis is depicted in three map tiles: the central island, the inner ring, and the outer ring. Each map contains four to five named objective locations – represented by icons inside circles. Once you allocate tokens to one of the map tiles, they stay on that map tile unless a Stasis card is played to move them elsewhere.*

Deployment Actions

Archons take turns to do deployment actions, until all 13 map objectives are occupied. Starting with the faction with the highest Doom score and proceeding in clockwise order, Archons alternate taking turns to do one of the following deployment actions:

1. Deploy units equal to the Act number to one objective area on one of the three Atlantis maps.
2. Play and resolve one Stasis card.
3. Pass if unable to do one of the above options, or if unable to choose one of the above options within five seconds.

As soon as all 13 objective areas are occupied by units, or no units remain to be placed, each player gets one final deployment action. Once the final deployment move has been conducted, discard all remaining Stasis cards.

Battle

Resolve battles as expeditiously as possible. In each objective space, all players with units roll 3d6, adding +1 per mob unit, +3 per military unit, and the value of any hero:

- If you roll a natural 13, remove all of your units from that space (heroes are killed)
- If there is a tie for highest roll, remove all units and heroes from that space
- Otherwise the highest roll wins, remove all units belonging to other factions (heroes may be executed at winner's discretion).

Tyche Tokens: you can spend Tyche tokens to gain a bonus d6 to one battle roll. You must make this decision before dice are rolled.

Background Note: *street battles are confusing and violent, with narrow streets preventing hoplite phalanxes from deploying effectively. Among the random chaos, slaves might be armed from trophies in temple sanctuaries, buildings might be set on fire, elephants may run amok, and old ladies armed with roofing tiles might kill a general with a lucky throw.*

Victory

Each objective is worth one Victory Point (VP) for the faction that controls it after all Battles are resolved. If your faction controls all of the objective areas on a map, double the VP scored from those locations. **Exception:** ignore an objective area occupied by the Colossus of Atlantis for all VP purposes.

For example, there are five objective locations on the inner ring map. If your faction controls four of them, you gain 4 VP. If your faction controls all five of them, you gain 10 VP. If one of those locations was occupied by the Colossus, then the player controlling the other four locations gains 8 VP.

Central Island Map:

- **Royal Palace:** you control all objectives not controlled by anyone.
- **Temple of Poseidon:** increase Divine Wrath and gain bonus VP equal to the Act number.
- **Temple of Cleito:** Roll 3d6. On a 13 your faction gains +13 Doom.
- **Water Springs:** If there is a VP tie, the faction controlling the Water Springs wins the Stasis.

Background Note: *the Temple of Cleito is usually an inviolate sanctuary, only entered for annual rituals. The water springs are the only source of fresh water for the city, and are distributed by aqueduct.*



Inner Ring Map:

- **Royal Tombs:** increase Divine Wrath and roll 3d6. On a 13 your faction gains +13 Doom. On any other roll, gain Talents equal to the die roll.
- **Naval Docks:** if you control both the Naval Docks and the Canal Bridge, gain 1 VP per military unit you control on the Inner Ring map.
- **Canal Bridge:** see above.
- **Monolith of Dyzan:** Roll 3d6. On a 13 your faction gains +13 Doom. On any other roll, allocate each die to a different faction. Each faction gains Doom points equal to the value of that die.
- **Temple of Tyche:** Roll 3d6. On a 13 your faction gains +13 Doom. On any other roll, allocate each die to a different faction (including yourself). Each faction gains bonus Tyche tokens equal to the value of that die. You cannot spend Tyche tokens to influence this roll.



For example, you occupy the Temple of Tyche and roll 6, 6, 2 on the dice. You keep one of the sixes for yourself, gain six Tyche tokens, and must now allocate the remaining six and the two to two other factions.

Outer Ring Map:

- **Civic Docks:** gain a bonus Trade goal card.
- **Great Library of Atlantis:** gain bonus Research letter tiles equal to the Act number.
- **Colossus of Atlantis:** this location is worth 1 VP if the Colossus has moved elsewhere.
- **Stadium:** gain bonus Stasis cards equal to the Act number for use in the next outbreak of Stasis.

Change the Constitution

The faction with the most VP can change one article in the Constitution of Atlantis. This change takes effect immediately and does not require ratification by the Assembly.

