

## Herald Rule Brief

The Herald is a diplomat, a spy, and a trader for their faction. During action rounds only Heralds can move game tokens and cards between tables, and you will be the essential bridge between the Engineer building units, the Strategos fighting with units, and collecting the harvest for use by the whole team. Heralds can also observe events and convey information to other players.

**Note:** all players can bring game resources to the team table during the Diplomacy Round. Make sure your team mates do not leave you to do all the work.

This role has a lot of scope for creative injects into the game narrative. It is also likely to be demanding, in that you will often feel the need to be in two places at once, and many of your special action cards require you to be in the right place at the right time to be used. It is really important that you talk to your faction and find out what they need from you. On the positive side, you will get to see all aspects of the game in action.

## Diplomacy

Because Heralds do not have fixed assignments during the Action Round, they have greater scope than other players to negotiate deals, trade resources, exchange gossip, etc. The majority of these actions are done through social interaction and roleplaying and do not have hard mechanics.

**Note:** you should read the rules on oaths and leagues in the general rules brief.

You can trade the following items to members of other factions:

- Heroes
- Talents
- Trade tokens
- Tyche tokens
- Divine Favour Special Action cards
- Colossi and Megaprojects that have not been placed on the map
- Trade Goal cards.

You cannot trade:

- Faction units
- Faction Special Action cards
- Arête tokens
- Colossi and Megaprojects that have been placed on the map
- Doom points.

## Espionage

The Herald is the “Special Action” expert for their team. In the *Diplomacy Round* you can purchase Special Action cards by spending Talents and/or Trade Tokens. For this function only, the yellow “Gold” trade tokens are worth two, all other trade tokens are worth one.

<b>Cost</b>	1	3	6	10	15	20	25	30	+5
<b>Cards</b>	1	2	3	4	5	6	7	8	+1

For example, a Herald spends three Talents and six Gold tokens. The value of these resources is 15, so the Herald draws five Special Action cards.

If your faction special action card deck is empty because you are holding onto cards, you cannot buy more cards. At the start of Act II and Act III, Control will add additional special action cards into your faction card deck. These cards will allow you to target other factions.

**Note:** there are special action card attacks that will work against you only if you are holding more special action cards than the player who is trying to disrupt your actions. This has been done to deliberately encourage you to use your special action cards, rather than hold onto them for the endgame.



*The Trojan Horse is perhaps the most famous "Special Action" in Ancient Greek mythology.*

### Resolving Special Actions

Read your special action cards carefully. Once played you cannot take it back into your hand if it does not work the way you thought it did!

Some special action cards have a cost that must be paid to use them. If a special action card does not have a dice symbol on it, then it automatically succeeds. If it does have a dice symbol on it, the special action has a chance of failure.

- If the special action requires you to approach Control, you roll 3d6:
  - If you roll a 13 the special action fails and Control will inform any target of the attempted special action and your involvement
  - Any other roll is a success.
- If the special action requires you to interact with the target player, you both roll 3d6:
  - If either player rolls a 13, they fail
  - Otherwise you succeed if your die roll is greater than your target's roll.

Before rolling the dice, any player can choose to spend Tyche tokens. For each Tyche token spent you roll an extra d6. Some special actions grant an additional bonus if you roll a double or a triple on the dice.

**Note:** most special actions have either a 90% (unopposed roll) or a 40% (opposed roll) chance of success (not counting Tyche token spends).

### Trade

While all the different trade tokens have a special use in the game (see the general rules brief for a summary) their main use is in satisfying the hunger of Atlantis for goods from the colonies. Successfully meeting this demand will increase faction talent income, failing will reduce it!

In the Diplomacy Phase your faction will get three Trade Goals cards. These cards are drawn randomly from a common deck shared between all factions. You can spend Tyche tokens to draw extra Trade Goal cards. This costs Tyche tokens equal to the number of Trade Goal cards you have drawn this round.

*For example, you have drawn three Trade Goal cards. Drawing a fourth costs three Tyche tokens. Drawing a fifth costs four Tyche tokens, and so on.*

To succeed in a trade goal, bring the trade goal card and an appropriate number of trade tokens to Trade control. You can check the trade track to see what the current hunger for that commodity is, and how many trade tokens you need. Each time you do this, faction talent income increases by plus one, starting from the next *Diplomacy Round*. If you fail to complete any trade goals, your faction income is reduced by the current Act number, starting from the next *Diplomacy Round*.

*For example, it is Act II and the Oligarch faction has Trade Goals for Gold, Timber and Wine and an income of 20. If they satisfy demand for all three goods, then faction income will increase to 23 Talents. If they fail to complete any of the goals, faction income will reduce to 18 Talents.*

**Note:** if slavery is outlawed, it becomes impossible to complete Slave Trade goals, but the Slave Trade Goal cards will not be removed from the deck. In Act I, the majority of the Trade Goal cards are for single commodities. In Act II and Act III additional Trade Goal cards will be added to the deck. This will include new types of trade goals for controlling colonies or sea areas in different map regions, feeding multiple hunger tracks, or having the most developed city.

Successfully completing an Act II Trade Goal will increase faction income by two Talents. Successfully completing an Act III Trade Goal will increase faction income by three Talents.

### Trade and Hunger

The demand or “hunger” for goods starts the game at one. **Each time a trade goal is completed move the Hungry/Happy counter a number of spaces up the Hunger track equal to the Act number.** The first time a trade goal is completed each Action Round, flip the Hungry/Happy counter from Hungry to Happy.

*For example, it is Act III and Atlantean Hunger for Grain is 15. When the Democrats supply 15 Grain, Hunger increases to 18. Now the Oligarchs need 18 Grain to fulfil their own Grain Trade Goal, and if they do that, then Hunger for Grain increases to 21.*

**Note:** you can choose to feed hunger for a commodity even if you do not have a matching trade goal. You might do this to prevent Stasis (see below) or to interfere with the plans of other factions.

## Trade and Stasis

In the Diplomacy Round, Trade Control will check each of the eight trade commodities.

1. If all eight commodity tracks are “Happy”, then Control will reduce Atlantis Stasis by the Act number.
2. If any of the eight commodity tracks are “Hungry”, Control will increase Atlantis Stasis by +1 per Hungry track.
3. Control will then shift each “Hungry” track marker four spaces down (e.g. Hunger 13 becomes Hunger nine).
4. Control will then flip all “Happy” markers over to their “Hungry” side.

If Stasis reaches 13+ in a Diplomacy Round, then the start of the next Action Round will see the Archon players fight an immediate Stasis battle in Atlantis, rather than resuming play where the previous Action Round stopped at the start of the Diplomacy Round.

## Diplomacy Round

At the start of the Diplomacy Round, Control may award Arête tokens to you based on your performance with special actions and exceptional success in accomplishing trade goals – especially if you acted in a way to foil other factions from completing their own trade goals.