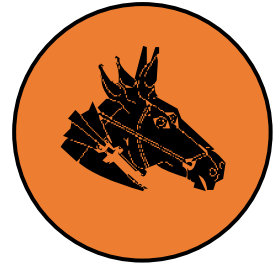


Amazon Faction Brief

Now the queen of the Amazons, Myrina, collected, it is said, an army of thirty thousand foot-soldiers and three thousand cavalry, since they favoured to an unusual degree the use of cavalry in their wars. For protective devices they used the skins of large snakes, since Libya contains such animals of incredible size, and for offensive weapons, swords and lances; they also used bows and arrows, with which they struck not only when facing the enemy but also when in flight, by shooting backwards at their pursuers with good effect. Upon entering the land of the Atlantians they defeated in a pitched battle the inhabitants of the city of Cernê, as it is called, and making their way inside the walls along with the fleeing enemy, they got the city into their hands; and desiring to strike terror into the neighbouring peoples they treated the captives savagely, put to the sword the men from the youth upward, led into slavery the children and women, and razed the city. But when the terrible fate of the inhabitants of Cernê became known among their fellow tribesmen, it is related that the Atlantians, struck with terror, surrendered their cities on terms of capitulation and announced that they would do whatever should be commanded them, and that the queen Myrina, bearing herself honourably towards the Atlantians, both established friendship with them and founded a city to bear her name in place of the city which had been razed; and in it she settled both the captives and any native who so desired. Whereupon the Atlantians presented her with magnificent presents and by public decree voted to her notable honours, and she in return accepted their courtesy and in addition promised that she would show kindness to their nation. – Diodorus Siculus, The Library of History, Book III



Important things to know about your faction

The Amazons are a tribe of fierce barbarians, descendants of Ares (God of War) and the nymph Harmonia. While you have established a right to reside in Atlantis, and are respected for your military prowess, you do not have equal rights with the male citizens. You do have the right to speak at the Council and Assembly of Atlantis, but not the right to vote, or for a member of your faction to be appointed Prytanis (chief official) or as a magistrate (official). Women in other factions also do not have these rights.

You start the game with a strong army (five Hoplites), but a weak navy (three Triremes). Your tokens are coloured orange (like your faction symbol above).

Amazon faction leadership

The leader of the Amazons is the Queen of the Amazons. It is important that members of other factions show the appropriate respect due such a mighty warrior. Leader status may be important for some special action cards and in-game decisions.

What you know about the other factions

The *Monarchists* are conservative and your most bitter political foes in the Council and the Assembly of Atlantis. The *Oligarchs* are focused on getting rich from the Atlantean empire and should be open to bribes. The *Aristocrats* are bitter rivals with the *Democrats*. The *Medes* are untrustworthy foreigners. The *Stratocrats* are your rivals for military prowess, your equals on the battlefield, and also likely to oppose your demands for civic equality. The *Tyrant* faction is increasing in power and could be a valuable ally.

Unique Amazon Goals

Emancipation and equality.

You seek **citizenship for women** in Atlantis. If citizenship can be extended to women under Article 3 of the Constitution, then your faction gains an automatic increase in faction income of one talent every Diplomacy Round for the rest of the game (even if citizenship is later revoked). You will be *strongly* opposed in this goal by the Monarchists.

Earn respect: Defeat every other faction in the game in battle. Gain +1 Arête when you achieve this goal. You can gain this bonus once per Act.

Special Amazon Faction Powers

Tie-breaker: In battles, the Amazons win any ties that are not won by a different faction tie breaker.

For example, the Amazons are fighting a land battle against the Monarchists. Both sides have two Hoplites. The Battle card that is drawn has "Hoplites" as its first victory condition. Normally this would be a tie, but the Amazons win as the Monarchist tie-breaker does not take effect in Hoplite battles (the Monarchists win tied Arête battles). If, however, the Amazons had been fighting the Stratocrats, they would have lost the battle, as the Stratocrat tie-breaker is victory in tied Hoplite battles.

Divine Favour: As the children of Ares, your Priest can draw a bonus Divine Favour card from the Ares deck when they draw Divine Favour cards. Divine favour cards grant unique special actions that can be used in the game. If there are no Divine Favour cards left in the Ares deck, you do not get to draw a card from a different Divine Favour deck.

Special Restrictions

Until you gain citizenship, your Herald only gets two Trade Goal cards each Diplomacy Round (most factions get three Trade Goal cards). If you gain citizenship, your Herald gets the standard three Trade Goal cards each Diplomacy Round, even if citizenship is later revoked.

Amazon Doom Bids

Amazons decide their doom bid by consensus. All members of the Amazon faction must grant positive consent to the doom bid, otherwise the Doom bid is zero. Silence is not consent – all members of the faction must be present, and must acknowledge their agreement out aloud so that all can hear. Other factions decide their Doom bids in different ways to you. Your way is best. Making the Gods angry is a terrible thing. *For example. All five Amazons agree their Doom bid should be 13. Your Doom bid is 13. If, however, four Amazons agreed the Doom bid should be 13, and one said it should be 23, then you do not have consensus and your Doom bid is zero.*

The Curse of Exile

If exiled from Atlantis, the Amazon team can curse one other faction of their choice. That faction gains +13 faction Doom points each Diplomacy Round for the rest of the game. You can only use this curse power once in the entire game. Using this curse costs one Tyche token. The choice about which faction to curse is made as if it was a Doom bid.

Advice

Be bold, but use your army wisely. Be brave, and challenge cowardly males to duels. Remember, no Amazon warrior ever died in bed!