

Engineer Rules Brief

The Engineer builds units and other game resources for their faction, competes against other Engineers to complete great megaprojects and can attempt to research new technology. Engineers need trade resources from the colonies, workers for their projects and a bit of creativity and artistic license. Each Engineer starts with three workers.

Engineer Sequence of Play

Each round of play for engineers follows the following sequence:

1. **Workers Phase:** recruit new worker units.
2. **Debate Phase:** players debate project plans.
3. **Commitment Phase:** players secretly commit resources to projects.
4. **Auction Phase:** players reveal their resource bids for projects.
5. **Faction Projects Phase:** players build faction units.
6. **Megaprojects Phase:** players check completion of Atlantis projects.
7. **Research Phase:** players draw research letter tiles.

At the end of the 20 minute round play stops at the end of whichever Phase has been reached. Play resumes in the next Action Round at the point in the sequence of play where the previous Action Round ended. To the greatest extent possible, play should be simultaneous.

Workers Phase

Engineers can recruit Workers (represented by Meeple tokens). The cost to purchase a new Worker is equal to the number of Workers you have. This cost can be paid with Talents, Slave trade tokens and/or Tyche tokens. The value of **Slave** tokens is doubled for the purpose of purchasing **Worker** units.

For example, you start the game with three workers. It costs three Talents to buy a fourth worker, then four Talents (or equivalent) to buy a fifth worker.

A Worker can be used once per Commitment phase. Workers remain with you for the entire game, unless removed by events. You can recruit a maximum of 50 Workers in the game.



Debate Phase

Engineers are free to debate their planned builds and proffer advice on the optimal builds. Engineers can also strike deals to loan Workers to other Engineers for the next Commitment Phase. There are two broad categories of projects:

- **Faction Projects:** where you compete against your past bids to build new units
- **Atlantis Projects:** where you compete against other Engineers to complete a megaproject for the glory of Atlantis!

Note: some events or crises can result in the Archons or Priests asking the Engineers to build a specific megaproject for Atlantis. How the Engineers share this burden is for the Engineers to decide – but if you cannot agree on how to progress the project, then it may fail with such consequences for Atlantis as Control will determine.

Faction Projects

The following faction projects are common to all Engineers:

- **Hoplites:** build one faction Hoplite unit.
- **Logistics:** build Stratagem tokens equal to the resources spent. There is a hard cap of 40 Stratagem tokens, any excess is wasted.
- **Replacements:** move dead units equal to the resources spent to the faction reserve holding box at the Strategos map table. Any excess is wasted.
- **Tactics:** choose Tactics cards equal to the Act number, to replace Battle/Tactics cards at the Strategos map.
- **Triremes:** build one faction Trireme unit.
- **Wall:** build faction Wall tokens equal to the Act number at controlled Colonies on the Strategos map.

Atlantis Projects

The following Atlantis megaprojects are common to all engineers:

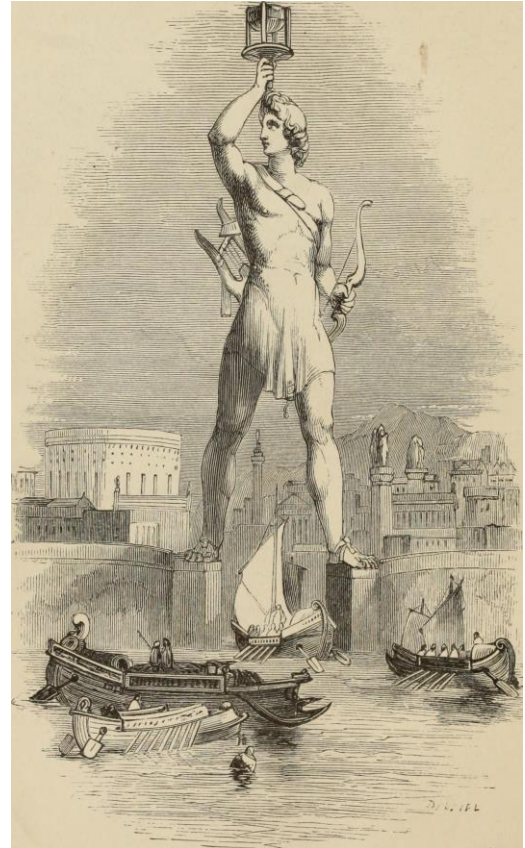
- **Architecture:** build magnificent buildings in Atlantis and influence Stasis (civil strife).
- **Colossus:** progress one Colossus megaproject.
- **Temple:** progress one Temple megaproject.
- **Wonder:** progress one Wonder megaproject.

Commitment Phase

You can commit resources to a number of build projects equal to the Act number. Engineers commit game resources (Workers, Talents, and Trade tokens) to projects by placing them on top of face down project cards. You can commit one hero to oversee each project bid. You have a blank card you can use to bluff the other players. **Note:** you should have used the time in the Debate Phase to figure out what you were going to bid in the Commitment Phase.

It is your responsibility to calculate correctly the number of resources you need to complete your project builds. In planning your bids it may be helpful to get information from your faction Herald about what the other players on your team need.

For example, if your faction has had a tragic defeat and lost a dozen units in battle, it is useful for you to know this so you spend the right amount of resources to rebuild them all in one go. If you have 12 dead units but spend seven resources, you will have five dead units left over, but the cost of your next Replacement Project will be eight resources, which is a potential wastage of three resources as well as the opportunity cost to the Strategos for not having the troops in the field, and the opportunity cost to yourself for having to use one of your actions for Replacements rather than other projects.



Auction Phase

Players reveal their build cards and announce their resource bids (adding hero value to the bid total).

You can spend Tyche tokens *after* seeing bids. Each Tyche token spent allows you to increase or reduce one of your bids by one. You will only be given a few seconds to make the decision to spend Tyche tokens, or to respond to other players spending Tyche tokens. Fortune favours the bold, not the bean counter.

The value of **Orichalcum** tokens is doubled for the purpose of building **Megaprojects**. The value of **Bronze** tokens is doubled for the purpose of building **Hoplites**. The value of **Timber** tokens is doubled for the purpose of building **Triremes**.

Note: Engineering project bid ties are won in accordance with the Constitution. At the start of the game, the Monarchist faction wins engineering project bid ties.

Return any Workers loaned from another Engineer back to them once Megaproject builds have been calculated.

Faction Projects Phase

In order to complete a Faction Project, an Engineer must bid more resources than the last time they completed that specific type of project. Record all Faction Project bids on your engineering record sheet.

Warning! Do not overcommit to faction projects. If you bid too high you increase the cost of all your future bids for that faction project.

For example, if the Stratocrats have a previous high bid score of four for the Hoplites project, they must bid a minimum of five resources to build a new Hoplite. The Stratocrats do not care what the cost to build a Hoplite is for other factions.

Hoplites: build one faction Hoplite unit. There is a hard cap of 100 Hoplite tokens (but you are unlikely to build more than 20 in the game). **Background note:** *Each Hoplite token represents roughly 1,000 Hoplites, except for the Stratocrats where it represents 300 Hoplites. The Amazons actually field units of several hundred horse archers, but can dismount to fight like Hoplites when required. The Medes employ large formations of poorly equipped levies, and it takes several thousand of them to equal a Hoplite unit.*

Logistics: build Stratagem tokens equal to the resources spent on the bid. There is a hard cap of 40 Stratagem tokens, so any excess is wasted and not carried over to future turns. **Background note:** *It is an old truism that amateurs talk strategy and tactics, while professionals talk logistics. Supplying your generals with Stratagems will let them move and fight in many map regions, to win a few more battles by outthinking enemies, and to prosecute long sieges against well defended colonies.*

Replacements: move dead units equal to the resources spent from the faction dead holding box to the faction reserve holding box at the Strategos map table. Any excess is wasted and not carried over to future turns. **Background Note:** *Hoplite battles typically resulted in around 5% casualties to the winning side and around 10% casualties to the losing side. Forces defeated in sieges were often massacred or sold into slavery. Naval battles also resulted in high casualties as many of the rowers in a Trireme will struggle to escape a sinking ship, and it was considered fair to kill enemy sailors while they were helpless in the water. Despite often horrific losses in battle, ancient Greek city states were resilient and often performed herculean feats to replace lost ships and equipment, hiring mercenaries or freeing slaves to fight in their armed forces.*

Tactics: choose Tactics cards equal to the Act number, to replace Battle/Tactics cards at the Strategos map. When choosing your Tactics card, you can either take the top card from any of the available decks (Land, Sea, and Siege), or spend a Tyche token to look through one entire deck and choose all of your Tactics cards from that deck. Give the Tactics card to your Team Herald to add into the battle deck on the Strategos map table. **Special:** the Stratocrat Engineer can draw an extra Land Tactics card, the Democrat Engineer can draw an extra Naval Tactics card.

Cards removed from the battle decks at the Strategos map are added into their respective Tactics decks at the Engineering table. You can expect the balance of military advantage to sway back and forth during the game.

Background note: *This represents an increase in the role of luck in successfully executing combined arms operations against hoplite phalanxes and the increased use of dishonourable tactics in warfare (i.e. anything other than a one hour fight between Hoplites on a flat plain on a bright summer's day).*

Note: "Tyche/Doom" battle cards can never be removed from the battle decks. In Act I there is one such card in each battle deck. At the start of Act II another two "Tyche/Doom" battle cards are added to each battle deck and at the start of Act III, three "Doom/Tyche" battle cards are added to each battle deck.

Triremes: build one faction Trireme unit. As with Hoplites, there are more Trireme counters available than you can expect to finish building in the game. **Background note:** *each Trireme counter represents a force of 20-50 Triremes, with a few Hoplites and a dozen Archers on each ship. While Triremes can raid coastal areas, they do not really have the ability to project force deep inland, and they are incapable of anything like a D-Day invasion against a defended shoreline.*

Wall: build Wall tokens equal to the Act number at colonies your faction controls on the Strategos map. Each faction has a hard cap of 65 Wall tokens. You can stack any number of Wall tokens on a Colony. **Background note:** *Walls represent both the physical defences of the colony, but also the loyalty of its citizens, its general level of economic development and civic infrastructure. The long walls of Athens, which connected the city with a harbour six kilometers away, allowed it to withstand 20 years of raids and sieges from the Spartans during the Peloponnesian War.*

Megaproject Phase

The Atlantis Megaproject Chart tracks all faction bids towards megaproject completion. In order to complete a megaproject you must:

- bid at least one resource in the current phase
- have the highest bid progress between all Engineers trying to build that specific type of Megaproject
- have a unique name for the megaproject
- have a drawing of the megaproject on a sticky note provided at the game.

For example, the Democrats bid five resources to build a Colossus and the Tyrants bid six resources. The Tyrants build a Colossus, the Democrats have progress of five, and the Tyrants have a progress of zero. In the next Phase, the Democrats bid one resource to build a Colossus, while the Tyrants bid seven resources, trumping the Democrats who now have a progress of six but no Colossi.

The Diplomacy Round is a good time to be drawing up the blueprints for your future megaprojects.

The Rule of Seven

There can only be seven of each type of megaproject in existence at one time. When an eighth is built, the oldest example of that type of megaproject is removed from play by Control.

Architecture

When you complete an Architecture megaproject, get the Herald to take the project sticky note over to the Archon map table, where your faction Archon can increase or decrease Stasis by the Act number. While your Architecture megaproject remains in play, your faction gets d6 bonus mob units at the start of each Stasis battle.

Colossus

When you complete a Colossus megaproject, your faction Herald can build it at a controlled Colony on the Strategos map. Your faction gains a bonus Wall token in the Colony where the Colossus is built ... and a giant Colossus for use in battle.

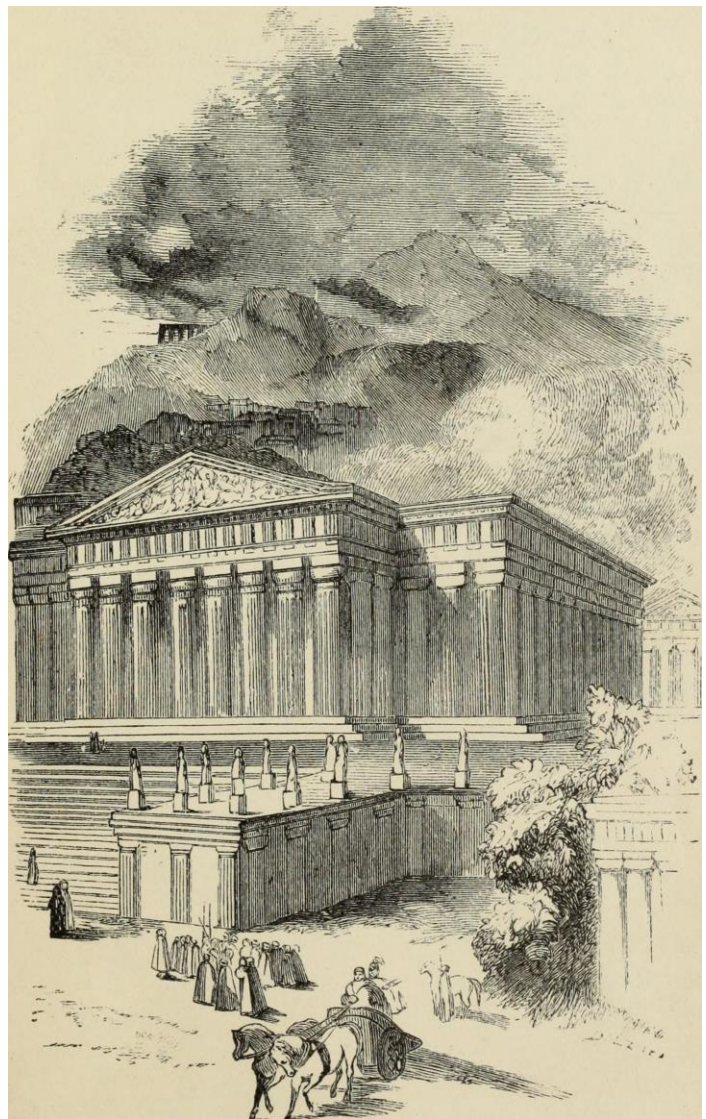
Temple

When you complete a Temple megaproject, your faction Herald can build it at a controlled Colony on the Strategos map. Your faction gains a bonus Wall token in the Colony where the Temple is built. Place a Temple token by the Colony. Give your Priest player a Temple token as well. As long as you control the temple, your Priest gets to add the value of its construction to one Priest action per Action Round.

Wonder

When you complete a Wonder megaproject, your faction can build it at a controlled Colony on the Strategos map. Your faction then gains a Wall token in one Colony of your choice on that map tile, including Colonies controlled by other factions. This represents the fame of the great Wonder and the influence it grants your faction in that region. Wonders also grant bonus research letter tiles (see below).

Background Note: *The Seven Wonders of the Ancient World were: the Great Pyramid at Giza, Egypt, the Hanging Gardens of Babylon, the Statue of Zeus at Olympia, Greece, the Temple of Artemis at Ephesus, the Mausoleum at Halicarnassus, the Colossus of Rhodes (an inspiration for this game), and the Lighthouse of Alexandria, Egypt. The Greek word to describe them was “themata”, which meant “things to be seen.” Of the original seven wonders, only the Pyramids survive today.*



Research Phase

Each Engineer gains a number of random letter tiles from a bag equal to the act number, plus one per Wonder megaproject they currently control. **Exception:** you can use an *Oracle* card to look through the bag to find the exact letter tile you want.

Players are free to trade, gift or show off letter tiles as they see fit.

To complete a research project, assemble a set of research tiles into an intelligible word or phrase. Take the project to Engineering Control during the Diplomacy Round for adjudication of its effect on the game and the resource cost required to implement it (which could include completing a megaproject or other build action first, Talents or other game resources, or an increase in Doom or Divine Wrath). Here are a few examples to stimulate your imagination:

D O O M R A Y
 G R A N D C A N A L
 A R K O F T H E C O V E N A N T
 T H U N D E R B O L T
 C R O P R O T A T I O N

Research projects are not a way to push an “I win, you lose” button in the game. Depending on the Act of the game, they should grant a bonus of +1 to +3 to an existing game action or slightly modify a game rule to favour your faction. Control will say no to proposals that attempt to rewrite core parts of the game, such as how the Doom bid process works, or that try to grant a faction great power at no cost (e.g. free combat units every turn, doubling your faction influence, wiping an enemy player off the map, etc.). **Try to be clever rather than greedy.** Remember what happened to Icarus!

If you are stuck for ideas about what to research, try talking to your team for ideas that could help them in their own subgames.

Diplomacy Round

At the Start of the Diplomacy Round, Engineering Control will award Arête tokens to Engineers based on their relative performance during the Action Round. Good blueprint pictures and project names, clever research projects, and astutely outbuilding rivals will all be considered positively by Control.

Post Assembly Round Build Adjustment

At the start of each Act, divide all of your current Faction Project build bid scores and Worker recruitment costs by the new act number, rounding down.

For example, at the start of Act II, the Stratocrats have a build bid score of nine for Hoplites. Divided by two, nine becomes four. The Stratocrats now need to bid a minimum of five resources to build a new Hoplite unit.

For example, at the Start of Act III, the Democrats have a worker recruitment cost of 10 Talents. Divided by three, ten becomes three. The Democrats now need to spend a minimum of four resources to recruit a new Worker unit.