

## Strategos Rules Brief

The Strategos (General) enforces Atlantean dominion over the ancient world by sending armies and fleets out from Atlantis to found colonies and defeat threats to Atlantis. Resources harvested by the Strategos feed the hunger of the citizens of Atlantis, and allow their faction to build units and make sacrifices to the Gods. At the end of this briefing is some advice on playing this role. You may want to read that before working through the bulk of these rules.

### The Game Maps

The world of the Ancient Mediterranean is divided into 13 regional maps, each representing a major area colonised by the Ancient Greeks or Phoenicians. Each map contains a sea area and a land area. The land area contains a number of colonies, represented by large circles on the map. A colony next to a +1 symbol has a valuable trade location and is worth extra trade tokens in the harvest phase. Mountains, islands, rivers and other points of interest have no effect on standard Strategos gameplay. They may become important in special action resolution and game events. The Sea and Land Control boxes are used to keep track of which faction(s) currently have control of the respective Sea and Land areas. This is important for determining trade token harvest. Wall tokens representing loyalty and city development are placed directly on Colonies. Hoplite units that are garrisoning a city to improve its defences are placed on top of the wall tokens, or on the colony location.



### Map Game Sequence of Play

Unless otherwise stated all actions in each phase occur simultaneously. In any Phase, if players are not resolving actions, Control will do a timed count down and then move action resolution onwards to the next phase.

1. **Muster Phase:** gain stratagems, place units on the map, declare resources.
2. **Strategy Phase:** place stratagems.
3. **Movement Phase:** players move units.
4. **Sea Battle Phase:** resolve all sea battles.
5. **Duel Battle Phase:** resolve all Colossus and Hero battles.
6. **Land Battle Phase:** resolve all land battles.
7. **Siege Battle Phase:** resolve siege battles.
8. **Harvest Phase:** Players collect trade tokens.

## Muster Phase

Each faction gains Strategy Markers (“stratagems”) which are represented by wooden chevron markers in faction colours. In addition to any Stratagems gained from Engineer *Logistics* build actions and Special Action cards, each Strategos gets Stratagems based on the current Act number:

- Act I Four Stratagems
- Act II Six Stratagems
- Act III Ten Stratagems.

Stratagems can be saved for future use, but there is a hard limit of 40 Stratagems per faction.

Units which have been built by the Engineer and transported to your unit reserve box on the map table by the Herald can now be placed on the map. Place mustering units in sea areas of your choice on any of the 13 region maps. Hoplite units (large wooden disc tokens) can only be mustered into an area where you have at least one Trireme unit (wooden domino tokens). You may choose to hold units in reserve, for mustering later in the game. Units already on the map do not move at this time.

In the Muster Phase, declare any Talents (for bribes), Tyche tokens (for good fortune), and Grain trade tokens (to prevent hunger) you are playing to improve your odds of winning battles. Place the committed resources in the place for them in your map reserve holding box. These resources stay in effect until the Harvest Phase, and can influence the outcomes of multiple battles.

## Strategy Phase

**Place Stratagems to indicate where you intend to resolve movement and battles:**

- Each Stratagem must be clearly placed in a land or sea area
- Any number of Stratagems can be placed in an area
- Once a strategy marker is placed it cannot be moved. **Exception:** playing an *Oracle* Special Action card allows you to change where one pile of Stratagems is located, including placing the Stratagems back into your reserve holding box.



You can choose to hold Stratagems in reserve, for use later in the game. The maximum number of Stratagems you can hold is 40.

## Movement Phase

**Move units controlled by your faction.**

- If a land or sea area contains a faction Stratagem then you can move any number of faction units from, to, or through that area.
- The origin area and the destination area both require Stratagems. **Exception:** Units in a land area can be moved inside the Walls of controlled colonies without a Stratagem in that land area, i.e. you can choose to run away and hide from invading armies.
- To move via sea from one region map to another region map requires at least one Trireme unit in each region you travel through. *For example, if you travel via sea from Carthage to Magna Graecia via Sicily, you need at least one Stratagem in both Carthage and Magna Graecia and one Trireme unit in Sicily at the start and end of movement.*
- To move via land from one region map to another region map requires at least one Hoplite unit in each region you travel through. **Note:** Some map regions specify a requirement for 2+ Stratagems to be placed in their land area to enable land movement to a connected land region, because of distance and/or difficult terrain. *For example, a Hoplite unit in Carthage can*

*move overland to Egypt if two Stratagems are placed in Carthage and Egypt, and there is at least one Hoplite in Cyrenaica at the start and the end of movement.*

All movement is subject to the following restrictions:

- **“touch a piece, move that piece”** once you touch a token, you are committed to moving that token
- **“no backsies”** once you finish moving a token, you are committed and cannot take the move back or change the unit’s ultimate destination
- **“logistics”** units that support long distance land or sea movement between regions cannot themselves be moved.

**Note:** within the constraints of Trireme technology, it is impossible to intercept a naval movement at sea, without a special action card that allows this.

**Background Note:** *for ease of play and to facilitate a rapid tempo of operations, Colossus of Atlantis has simplified the logistics of moving forces. The need to have some units in intervening regions means you cannot move your entire army from one side of the map to the other in one move.*

### Victory Conditions

**Alliance:** the coalition of allied players with the most units wins.

**Arête:** the faction with the highest Arête score wins.

**Bribe:** the faction with the most Talents committed in the muster phase wins.

**Doom:** the faction with the highest Doom score wins.

**Faction name:** the named faction wins.

**Hoplite:** the faction with the most Hoplites in the land area wins.

**Hunger:** the faction with the most Grain tokens committed in the muster phase wins.

**Leader:** the faction with the greatest Hero wins.

**Loyalty:** the faction with the most wall tokens in the region wins.

**Stratagem:** the faction with the most Stratagems placed in the area wins.

**Trireme:** the faction with the most Triremes in the sea area wins.

**Tyche:** the faction with the most Tyche tokens committed in the muster phase wins.

At the start of the game, victory will normally go to the player with the most Triremes (sea battles), Hoplites (land battles) or Grain tokens (siege battles). The probability of victory will change during the game, as Engineers research tactics.

Alliances are more important in determining who you will fight against, than in determining who will win each battle.

### Battle Tie Breakers

**Amazons** win ties not won by another faction tie-breaker

**Aristocrats** win ties with Stratagems

**Democrats** win ties with Triremes

**Medes** win ties with Bribes

**Monarchists** win ties with Arête

**Oligarchs** win ties with Loyalty

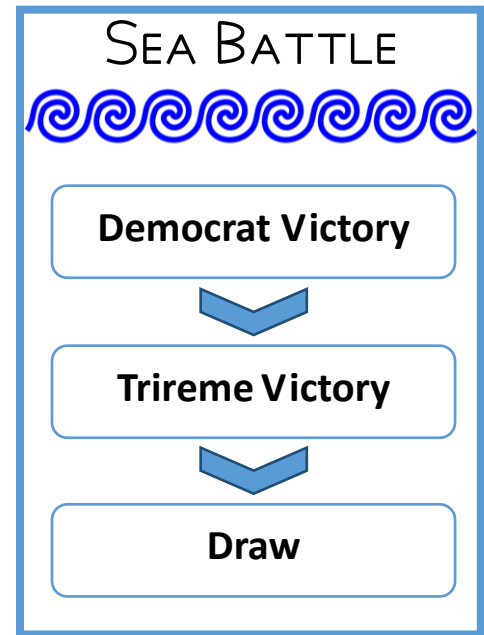
**Stratocrats** win ties with Hoplites

**Tyrants** win ties with Heroes and Colossi.

### Sea Battle Phase

In Act I, sea battles do not occur between player forces, but can take place against barbarians. From the start of Act II sea battles must be fought in all sea areas that contain hostile units. All units from different factions are automatically hostile unless their controlling factions have a publically declared sacred league (i.e. an alliance). Resolve each sea battle as follows:

1. Draw one Sea Battle card.
2. Check the first victory condition. If a player meets this condition, they and their allies (if any) win, and all other players lose.
3. Check the second victory condition. If a player meets this condition, they and their allies (if any) win, and all other players lose.
4. If no one has won the battle, the battle is a draw.



In a victory condition tie, no player wins unless a special faction tie-breaker power applies to that victory condition. If an ally wins, you also win. Once you know who wins, sea battle outcomes are resolved for participating factions as follows:

1. **Draw:** no further effect.
2. **Lose:** all defeated factions lose Triremes equal to the Act number. **Exception:** if you lost to a Doom condition, then all defeated Triremes are lost! Place units lost in combat in the dead unit holding box.
3. **Rout:** All remaining defeated Triremes are moved to their faction reserve holding boxes.
4. **Win:** the victorious player(s) gain control of the sea area. They do not lose any Triremes.



### Duel Battle Phase (Act II and Act III only)

**Skip this Phase in Act I.** In land areas where two or more hostile Colossus units are present, their controlling players may challenge. Heroes can also challenge other Heroes and/or Colossi (“duelists”) with appropriate Special Action cards.

When challenged, you must accept and fight, or flee the field. If you do not choose to fight within five seconds, you are considered to have fled the field. Colossus and Hero units that flee do not participate in land or siege battles in that action phase.



#### Resolve each land area’s duel as follows:

1. Each player rolls 3d6 for each of their duelists. You can spend Tyche tokens (up to the Act number) to roll extra d6 for one duelist. Spend Tyche tokens before rolling the dice.
2. If you roll a natural 13 on all of your dice, then your duelist has stumbled. If your roll included a double on the dice, draw two wound cards for your duelist, otherwise draw one wound card.
3. Otherwise choose one enemy duelist and force their player to draw wound cards:
  - a. If your roll has a triple on the dice, they draw three wound cards
  - b. If your roll has a double on the dice, they draw two wound cards
  - c. Otherwise they draw one wound card.
4. Reveal all wound cards.
5. Add unit value to die rolls. If a Duelist rolled higher than all opponents that attacked them, they discard one wound card of their choice.
6. The duelist with the least wounds wins. The Tyrant faction wins ties on wounds in duels, otherwise ties result in a draw.

Once you know who wins, the battle outcomes are resolved for participating factions as follows:

1. **Draw:** no further effect.
2. **Lose:** move defeated duelist units to faction reserve holding box.
3. **Retreat:** Move all other defeated combat units behind the walls of a controlled colony, or if there is no available colony, to their faction reserve holding boxes.
4. **Win:** gain control of the land area.

Colossus damage carries over between battles unless repaired with a Special Action card. Heroes recover all wounds immediately. Track Colossus damage using the combat dials provided.



## Land Battle Phase

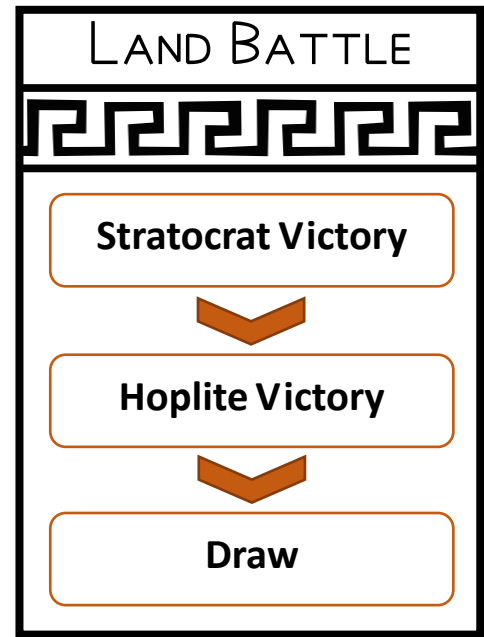
In Act I, land battles do not occur between player forces, but can take place against barbarians. From the start of Act II land battles must be fought in all land areas that contain hostile units. Resolve one land battle in all land areas that have hostile forces present. **Exception:** Units that are inside city walls do not participate in land battles. If all opposing units are hiding in cities, no land battle takes place and you and your allies automatically gain control.

### Resolve the land battle as follows:

1. Draw one Land Battle card.
2. If you have a Colossus and your opponents do not, you win unless a “Tyche/Doom” Battle card has been drawn.
3. Check the first victory condition. If a player meets this condition, they and their allies (if any) win, and all other players lose.
4. Check the second victory condition. If a player meets this condition, they and their allies (if any) win, and all other players lose.
5. If no one has won the battle, the battle is a draw.

In a victory condition tie, no player wins unless a special faction tie-breaker power applies to that victory condition. If an ally wins, you also win. Once you know who wins, land battle outcomes are resolved for participating factions as follows:

1. **Draw:** no further effect.
2. **Lose:** if defeated in the first victory check, no units are lost. If defeated in the second victory check, each defeated player loses one Hoplite unit. A defeated Colossus draws wound cards equal to the Act number. **Exception:** if you lost to a Doom condition, then all defeated Hoplites are lost! Place units lost in combat in the dead unit holding box.
3. **Rout:** All remaining defeated Hoplites are moved to their faction reserve holding boxes.
4. **Win:** the victorious player(s) gain control of the land area. They do not lose any Hoplites.



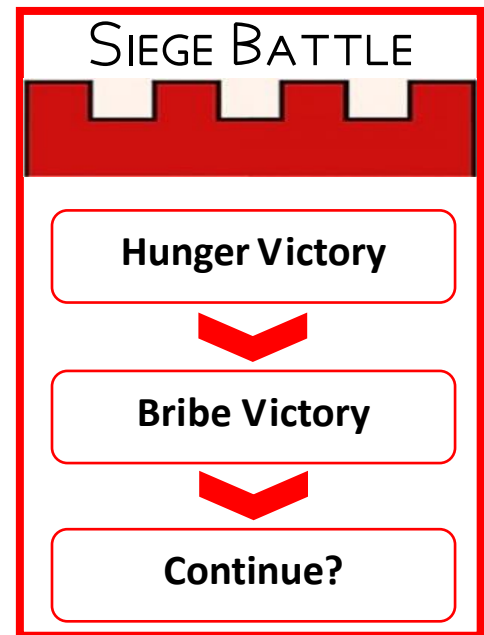
## Siege Battle Phase

In Act I, siege battles do not occur between player forces, but can take place against barbarians. From the start of Act II siege battles may be fought against player controlled colonies. Siege battles are optional. Only factions that control a land area can initiate a siege. Each siege is directed against one colony. Allies can choose to besiege the same colony, or choose different colonies.

**Note:** players can agree to “terms” for the surrender of colonies (e.g. a payment of Talents) they control. This must be agreed before the siege battle card is drawn. If a colony is surrendered, treat it as captured, except the garrison moves to their faction reserve holding box instead of being massacred.

### Resolve the siege battle as follows:

1. Draw one Siege Battle card.
2. If the besieger has a Colossus and the defenders do not, remove a defender Wall token per Colossus unless a “Tyche/Doom” Battle card has been drawn.
3. **Breach?** If the defender has no wall tokens left, the walls are breached and the defender loses.
4. Check the first victory condition. If the besieger meets this condition, remove a defender Wall token. If the defender meets this condition, the siege is broken and all attackers retreat.
5. **Breach?** As (3) above.
6. Check the second victory condition. If the besieger meets this condition, remove a defender Wall token. If the defender meets this condition, the siege is broken and all attackers retreat.
7. **Breach?** As (3) above.
8. **Check to see if the siege continues:** If the attacker has not been forced to retreat, they can draw another Siege Battle card if they have 2+ Stratagems in the area. Repeat steps (1) to (8). Each subsequent Siege Battle card draw requires another Stratagems marker (i.e. the 3<sup>rd</sup> card requires three Stratagems, the 4<sup>th</sup> card four stratagems, and so on).



### Siege outcomes are resolved as follows:

1. **Attacker Retreat:** if defeated in the first victory check, no units are lost, if defeated in a later victory check each defeated player loses one Hoplite unit and any defeated Colossus draws wound cards equal to the Act number. **Exception:** if you lost to a Doom condition, then all defeated Hoplites are lost! Place units lost in combat in the dead unit holding box. All remaining defeated Hoplites are moved away from the colony and back to the land area.
2. **Defender Surrender:** Each victorious player can choose to place a Wall token on that colony.
3. **Garrison Massacre:** If a colony is captured all defeated units are lost and placed in the dead unit holding box).
4. **Colony Control:** If one faction captured the colony, they control it. If allies have captured a colony, the ally with the most Wall tokens in that colony controls it. If tied for Wall tokens, determine control randomly. **Exception:** the Oligarch faction wins ties for colony control.

## Harvest Phase

The number of trade tokens collected in each Harvest Phase depends on control of land and sea areas, and colonies. Allies can share control of land and sea areas for mutual benefit, but each Colony can only be controlled by one faction at a time.

Total Areas	Each Land Area you control, or have at least one controlled Colony in...	Each Sea Area you control...	Each Land Area where you control all of the colonies.
1	1	1	1
2-3	2	2	2
4-6	3	3	3
6-9	4	4	4
10-12	5	5	5
13+	6	6	6
+1 trade token per special colony controlled.			

## Diplomacy Round

Control will award Arête tokens based on player performance during the Action Round. **Note:** players who refuse to fight duels should not expect Arête token awards, even if they are otherwise winning on the map game.

## Strategos Advice

### How to not screw up your first turn:

1. Muster and commit a Tyche token, a Talent and a Grain token. This is enough to beat barbarians.
2. Use all of your Stratagem markers. Place two of them in different sea areas, and two of them in the land areas adjoining those sea areas.
3. Send 2+ hoplites into each land area with one of your Stratagems, and your starter hero with one land force. Combined with the tokens you committed in (1) this makes it about 99% likely you will win at least one battle.
4. After winning a land battle, besiege a colony in that area. You should have a 92% chance of winning each siege. Definitely go for a +1 colony site if available and not being attacked by other players.
5. You should now have a presence in two sea areas, two land areas, and control one or two colonies. You should harvest 4-6 trade tokens. Now repeat steps 1-5 fast enough to harvest a second time before the next Diplomacy Round.
6. If you can think of a better plan after reading these rules, do that instead.

