

## Stratocrat Faction Brief

... νέω δέ τε πάντ' ἐπέοικεν

... For a young man all is decorous

Ἄρηϊ κταμένω δεδαϊγμένω ὄξεϊ χαλκῶ

when he is cut down in battle and torn with the sharp bronze, and lies there

κεῖσθαι: πάντα δὲ καλὰ θανόντι περ ὅττι φανήη:

dead, and though dead still all that shows about him is beautiful;

ἀλλ' ὅτε δὴ πολίων τε κάρη πολίων τε γένειον

but when an old man is dead and down, and the dogs mutilate

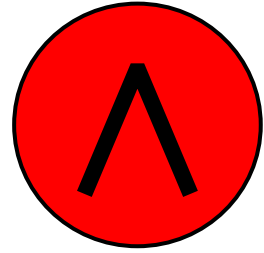
αἰδῶ τ' αἰσχύνωσι κύνες κταμένοιο γέροντος,

the grey head and the grey beard and the parts that are secret,

τοῦτο δὴ οἴκτιστον πέλεται δειλοῖσι βροτοῖσιν.

this, for all sad mortality, is the sight most pitiful.'

Homer, *The Iliad*, XXII. 71-76



### Important things to know about your faction

You are a military aristocracy, supported by slave labour. Conservative and superstitious, but not actually misogynistic. If a woman can beat you in battle, fair enough, you should have trained harder. Man, for man, you are the best warriors in the world. Any 300 of your hoplites can beat any 1,000 other Atlantean Hoplites, or 10,000 Medes. Everyone else in the game, except maybe the Amazons, should be terrified of fighting your soldiers on land. Where everyone else is a citizen soldier, your units are comprised entirely of professional soldiers who spend all day training for war rather than farming or making pottery. Sparta would make a good place for a Colony of your veterans, don't you think?

You start the game with the strongest army (six Hoplites), but the weakest navy (two Triremes). Your units are coloured red, like your faction symbol.

### Stratocrat Faction leaders

The Stratocrats are governed by two kings. In the first Diplomacy Round these are the Archon and the Strategoi. In future Diplomacy Rounds, both kings must choose a successor (and must choose someone who is not currently a King). Leader status may be important for some special action cards and in-game decisions.

### What you know about the other factions

The *Amazons* are fierce warriors and subversive to social customs and the ancient traditions. The *Monarchists* are the traditional rulers of Atlantis (which is important), but they have become weak and decadent (which is terrible). The *Oligarchs* are focused on getting rich from the Atlantean empire and should be open to bribes. Not that you would very bribe anyone. The *Aristocrats* are bitter rivals with the *Democrats*. The *Democrats* have the strongest navy, but seek mob rule in

Atlantis. The *Medes* are untrustworthy foreigners whose presence corrupts Atlantis. The *Tyrant* faction is increasing in power and could be a valuable ally.

## Unique Stratocrat goals

Preserve your traditional way of life.

**Defend the Institution of Slavery:** Make sure that any attempt to ban slavery is defeated. If slavery is banned you lose both of your special faction powers! If the ban is later reversed, you can have one of your special faction powers back.

**Acquire Slaves for Atlantis:** You can increase your faction Talent income by one level once per Diplomacy Round, by giving Control Slave Tokens equal to your current income level. You can combine this with Trade Goals that include Slave tokens.

## Special Faction Powers

**Reputation for Invincibility Tie-breaker:** The Stratocrats wins all Hoplite ties in battles.

**Training and Discipline:** When you complete a Tactics build action, you draw one extra Tactics card.

## Special Restrictions

If slavery is banned, you lose your faction special powers and any income boosts gained from slavery.

Both your leaders need to agree on leadership decisions.

## Stratocrat Doom Bids

Each Diplomacy Round, every faction member except the Priest writes a Doom bid number down, the Priest then chooses one randomly. The priest cannot choose until all members have written a bid down. Faction members are not allowed to tell the Priest what bids they wrote down. The number on the selected bid is your faction Doom bid that round.

## The Curse of Exile

If exiled from Atlantis, the leaders of the Stratocrat faction can curse one other Atlantean faction. That faction no longer gains any free resurrection units at the end of the Action Round. You can only use this curse power once in the entire game. Using this curse costs one Tyche token. This curse has no effect on either the Amazons or the Medes.

## Advice

At the start of the game you have the most powerful army in the world. You will probably win about 80% of all land battles against equal strength opponents. So you should spread out and try and occupy as many colonies as possible. Your key vulnerability is the institution of slavery. It underpins both your economic and military strength, and liberation of slaves could be fatal to your plans and ambitions. The way to protect your position is not through threats, but by building a broad coalition dedicated to preserving the traditions of Atlantis.