

Strategos Briefing

You are the best General your House has. Your team will look to you for advice on combat, and you will have to teach them what the combat rules are.

Here is the most important thing to know about about combat – the bigger army always wins, unless the smaller side gets very, very lucky.

You have the following special abilities:

- you are a member of the Council of Strategy
- you can vote in the Council of Strategy
- you are eligible to be elected to the office of *Polemarch*
- the total value of your Muster option is always increased by +7
- the total value of your Supply option is always increased by +7
- if your House researches the Tier V Strategy card, you can propose a change to the combat rules!

In no particular order, your goals are to:

- be seen as an honourable person – never display signs of cowardice
- win glory in battle
- to gain great wealth
- be appointed as *Polemarch*, and lead the combined armies of Atlantis to victory over the enemy empires
- be the first person in your House to have a Colossi
- persuade your House to prioritise research into Strategy, Conscription and Logistics
- persuade your House to upgrade their Muster and Supply city options as a priority.

The Council of Strategy

After the team meeting in the Diplomacy Phase, you should attend the Council of Strategy. Skipping the council is dishonourable behaviour. Abstaining on votes is also dishonourable.

The Council first elects the Polemarch as its presiding officer. The Polemarch has a casting vote if votes are tied. After electing the Polemarch, the Council of Strategy gives advice to the Polemarch on what Atlantis should do about its foreign enemies and any rampaging monsters. There are three main options:

- do nothing
- send a raiding party to scout an empire
- send an invasion force to conquer an empire.

In order for the Polemarch to actually be able to do anything constructive about these threats, players must be willing to volunteer to give temporary control of House units to the Polemarch, and to pay for the costs of transporting these units to where they are needed.

Every time you are elected Polemarch you will gain a Vote card for use at future Council meetings.

The Army of Atlantis

The Army of Atlantis is not subject to the Muster/Supply restrictions of House armies. As long as a player pays \$10 per unit in the force, it can travel from any Map table to the appropriate enemy Empire box at the Atlantis map table. Units sent to join the Army of Atlantis never return to their

original map – either they die in battle, or gain an honourable discharge after their mission is completed.

The Enemy Empires

The great Empires of Argatha, Leng, Lemuria, and Mu all menace the Atlantean civilisation.

At the start of the game, Control will randomly determine for each enemy empire:

- its level of fortifications (2-6)
- the size of their army (which will be in the 100s)
- the game turn they plan to attack (6-10)
- the game map they plan to attack (can be any, even Atlantis!)
- the size of their treasury (which will be in the T\$1000s)
- the number of Chaos dice they roll in battle (1-5)

Scouting

To succeed, a scouting army probably needs at least ten units.

The army sent to Scout is first reduced in size by the level of enemy fortifications plus a Chaos die roll. If a unit survives, Control can be asked a question about the enemy empire being scouted. If a leader accompanied the scouting expedition, they get extra questions equal to a Chaos roll. The Scout leader does not have to tell the truth of the answers to the Council. The questions you can ask are:

- which turn are they planning to attack?
- where are they planning to attack?
- how big is their treasury?
- is their army bigger/smaller than X?

Invasion

To succeed, an invasion army probably needs at least 100 units. It might even need 200+ to be on the safe side.

The invasion army is first reduced in strength by the level of enemy fortifications plus all the Chaos dice the enemy empire is entitled to. Then a combat is fought between the two armies.

If the enemy empire is defeated, it will never threaten Atlantis again during the game, and the Polemarch can distribute its treasury as they see fit among the players participating in the invasion.

Enemy Invasion

If an enemy empire invades a Continent map, they are treated like a monster, except:

- they will attack the greatest city on the map based on a count of Governance and Improvement cards, and invested Orichalcum and Vrill
- if they win a battle for a city, they destroy it and salt the earth – remove all the improvements made to the city

If an enemy empire invades Atlantis, and wins a battle there, the Atlantean empire is destroyed, and all the players lose!