

STRATOS



FAQ & ERRATA V2

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TURN PHASES

- 1. When do repeated events happen (e.g. Mages recovering Spirit)?**
 - A. Events that happen every turn occur at the beginning of your Action Phase. Similarly, events that happen every round occur at the beginning of the Action Phase of the first player to have a complete turn after the event began.
- 2. How do I know what is part of each phase (Action Phase and Buy Phase)?**
 - A. Generally, anything that involves spending resources is part of the *Buy Phase* (*exception: exchanging a set of resources for a Hoarding Prosperity Point*). Otherwise, actions taken by units are in the *Action Phase*.
- 3. If I start buying things, does this end my Action Phase?**
 - A. Yes.

TILES & TRAVELLING

- 1. Why can a character unit travel twice? Is this the only action that can be taken twice in a turn by the same character unit?**
 - A. You can travel twice with a character unit to either aggressively charge ahead or run away to safety. Note that if you travel twice with a unit, you have used both of that unit's actions for the turn. This is the only action that can be taken twice by a character unit unless a spell or exploration card says otherwise.
- 2. How are undiscovered (face-down) special tiles affected by spells?**
 - A. If a spell targets a face-down special tile, you should flip it, and proceed depending on what tile it is. If one of the affected tiles is the Cathedral, it would not be affected by the spell. No character unit would gain the discovery bonus when an unoccupied special tile is discovered in this way. Spells that affect entire tile trays, however, do not affect the tiles they contain.

3. **If a unit has the Cathedral Token granting permanent immunity to spells, can this unit be affected by spells if the controlling player wants him to be?**
 - A. No. The unit is unaffected by all spells. However, spells may still affect the tile that unit occupies (exception: Cathedral) or the tile tray holding the tiles.
4. **What happens when a player tries to affect multiple tiles where one includes the Cathedral?**
 - A. When a spell includes at least one illegal target, the spell cannot be cast.
5. **Can the Cathedral be affected by Calamities?**
 - A. Yes.
6. **How do I reconcile the rules about illegal events from pages 5 and 9? For example, if a tile is destroyed with a character on it, does it "not happen" per page 5 or are they moved to the nearest tile, per page 9?**
 - A. An event can be composed of sub-events. In the example given, the tile is still destroyed because it is not the Cathedral (*it is not an illegal event for a tile to be destroyed*). The character unit would not be allowed to stay on a non-tile (empty space) which represents a deep chasm in the land, and would be moved to a nearest tile, chosen by the player whose Mage cast the spell.
7. **The 5-player Free-For-All scenario leaves one player with a longer route to access the special tiles. Why is this so?**
 - A. The 5th player has the chance to be a bit more secluded. However, a simple alternative is to remove exactly one lagoon tile so that the 5th player is the same distance from the center as the other players. Both versions of this scenario are fair in their own way.

HARVESTING & HOARDING

1. **On my first turn in a Free-for-All match, can I choose to harvest 1 resource instead of rolling? I hate rolling 4s!**
 - A. Yes – Being conservative in your Harvesting is a safe initial strategy to ensure you have a strong start. While it is, in the long-run, less effective than the Peasant's Power Harvest, there are instances where it is more important to have a steady accumulation of resources than maximizing what you think you will get long-term. Many strategic choices in Stratos involve this kind of tradeoff – risk VS security – and it's up to you to choose wisely in each situation!
2. **What do you recommend for a faster start than one Peasant?**
 - A. We have always intended the Free-for-All maps to be introductory scenarios. For a faster start, we recommend beginning with two Peasants per player (starting on a Prairie and Forest, respectively), plus one randomly-selected resource, as shown in the Peasants' Delight scenario (that can be easily adapted to more than 2 players).
3. **Is Hoarding an Action or part of the Buy Phase? Can I use a Gem to count as a resource when hoarding?**
 - A. Hoarding is neither an Action nor in the Buy Phase. It is an accumulation of points, and you can exchange the full set of the 4 main resources for a Hoard Token at any point during your turn (*at most once per turn*). Gems are not one of the 4 main resources; therefore, they cannot be used as part of an exchange for a Hoarding Prosperity Point.

ATTACKING & DEFENDING

1. **What counts as a “character action that would reduce another unit’s health”?**
 - A. Attacking, Shooting, and Casting damage-inflicting Spells are all actions whose damage is reduced by taking the Defend Action. Damage caused by Traps and Calamities is not reduced by defending, since those events are not attacks by a character.
2. **If I have a Soldier or Archer with an Equipment item that grants an Attack or Shoot action, can this unit take 2 different Attack actions (one regular, one with the item)?**
 - A. Yes!
3. **What is the point of Sturdy Defend? When exactly do the +1 Defense bonuses apply for the Soldier and Mage?**
 - A. Soldiers are more skilled at defending against physical attacks than anyone else, i.e. physically sturdier. Likewise, Mages are spiritually sturdier than other characters and are thus more skilled at defending against magical attacks. The Mage gets +1 to Defend vs. magic, so ultimately has 2 defense vs. magic and 1 defense vs. physical attacks. These Bonuses apply when your character unit has taken the Defend action until you begin your next turn.
4. **Can I use both of a unit’s actions to Defend twice and get double the regular defensive bonus?**
 - A. No - the only action you can take twice with the same character unit is Travel (i.e. you can move two spaces if you take no other action).
5. **Can I attack my own character units?**
 - A. No - a character unit cannot attack, shoot, or cast damage-inflicting spells on other units in their own tribe. Doing so would be contrary to gaining in prosperity!
6. **When a soldier defends (with a base of 6 health) and gets +2 to physical defense but then is attacked by a spell for 4 magic damage does his base health drop to 2 (like the defend is not there) or 3 because the +1 to physical defense doesn't help but the +1 for the action of defending does help?**
 - A. He goes down to 3 - because the Defend action reduces damage by 1 for both physical and magical attacks.

MAGES & CASTING SPELLS

1. **If you have no Mages on the board and you purchase your very first Mage at the end of your turn during the *Buy Phase*, can you then immediately buy multiple spells during that *Buy Phase*?**
 - A. YES - you can buy as many spells as you can afford.
2. **If your only Mage dies, do you lose the Prosperity Points for the played spell cards because you'd have to recover the spell book to get those spells back?**
 - A. NO - spells remain face-up and points remain after you earn them. You keep all your spells when you lose all your Mages - and when you hire a Mage again, you recover that Spellbook instead of drawing a new spell card.

3. **If I cast Mesmerize on an opponent's character unit and use that unit to gain something (e.g. harvest resources, earn a Prosperity Point, etc.), who gets it?**
 - A. The opponent would get it in all cases, since it is his tribe that holds the resources, increased in prosperity, etc.
4. **If I cast Mesmerize on an opponent's Mage, which of his spells can I cast?**
 - A. You can cast any of the face-up spells in his Spellbook.

EXPLORERS & SEARCHING

1. **When one of your Explorers searches a tile, does the explored tile stay flipped for the rest of the game?**
 - A. Yes – if another Explorer lands on this tile, she cannot draw additional Exploration cards. However, if a Mage casts the Transform spell on that tile, that would replace it with a fresh, unexplored tile (of the chosen type),
2. **Why are some tiles blank instead of having a zero on the bottom?**
 - A. Exploration is meant to be challenging – if you don't pay attention to your surroundings, you could get lost and end up searching the same area all over again!
3. **When an Explorer searches and draws one of the Abyss-type Trap/Calamity cards, does she still draw additional cards after this even though she has been removed from the board?**
 - A. No – both types of Exploration cards occur in order, and if the character is not on the board, she isn't there to receive the additional card(s).

HIRING, PROMOTING, & RETRAINING

1. **If you Hire a new character unit on a special tile, do they immediately discover it?**
 - A. YES - it's the first character to land on that face-down special tile, so that character does discover it.
2. **If a character is hired on the Academy, can the discount be immediately applied (e.g. allowing an immediate hire of a Sorcerer for 1 Corn and 4 spices?**
 - A. YES - since you could hire the Mage for 1 corn and 2 spice, then promote for 2 spice more (assuming Academy was already discovered and face-up, otherwise the Mage would simply be promoted for free.
3. **When you bring in 2 new characters on the same turn, can you place the 2nd new character adjacent to the 1st new character or does it need to be placed next to a character that was already on the board?**
 - A. The second character unit must be next to a character already on the board.
4. **Can you start with an upgraded character when you're hiring someone for twice the purchase price? or must it only be the starting version of that class of character?**
 - a. YES - you can hire then promote right away if you have the resources to do so.
5. **If you're training a Peasant who only has 1 health point left, and you decide to turn him into a Mage, does he die?**
 - A. YES – retraining cannot restore health, as stated on page 7 of the Instruction Manual.

6. **When you're retraining a Peasant to another character, do you get a defend token with that new character?**
 - A. NO - unless that Peasant was already defending, in which case the defend token stays.

PHYSICAL COMPONENTS

1. **How do I fit everything back into the box?**
 - A. See our setup guide here: <https://www.stratosgame.com/setup-and-put-away.html>
2. **Why are there two extra blank equipment tokens?**
 - A. These are there in case you lose one of your tokens or want to make your own!
3. **I lost the instructions and/or tutorial. Can you send me a new one?**
 - A. Definitely. We printed extra just in case. You can start by downloading the PDF for now, and when you email us at creators@stratosgame.com with your shipping address (and phone number for USA customers), we'll ship you a new instruction manual free of charge. The rules and tutorial PDFs are here: <https://www.stratosgame.com/resources.html>
4. **I lost some pieces / am missing pieces / my dog ate some pieces. Can you send me new ones?**
 - A. Absolutely. As with the instruction manual and tutorial, we also made extra just in case. Email us at creators@stratosgame.com and we'll send you what you need at no charge.
5. **How many of each spirit token are there supposed to be?**
 - A. There are twelve 1/7's, 3/5's, 4/4's and thirteen 2/6's. The game doesn't need as many spirit tokens as health tokens. Only Mages have spirit (so far).

SHIPPING

1. **How do you handle shipping to PO Boxes?**
 - A. We ship by Canada Post Expedited Parcel, which delivers to all Canadian PO Boxes and, in partnership with USPS, delivers to all USA PO Boxes as well. If you order online and prefer to change your delivery address to a non-PO Box address anyway, just email us right away and we'll ship to your preferred address.

RELEASE & AVAILABILITY

1. **Where is Stratos available?**
 - A. Our list of retailers is here: <https://www.stratosgame.com/stratos-in-stores.html>
2. **Are there any Expansions for Stratos?**
 - A. Yes - the first expansion, Stratos: Light in the Darkness, was released in 2017. It is both an expansion and stand-alone set that features powerful Monster Units. Find out more here: <https://www.stratosgame.com/store/p22/buy-stratos-light-in-the-darkness-board-game-online>

3. Where do I find additional maps and scenarios?

- A. There is a brand-new Scenario Atlas containing all our current scenarios to date. It has been formatted so that you can print it if you like, and there will be additional scenario books to come. You can access and download the PDF here:

<https://www.stratosgame.com/resources.html>

4. If I have designed a map, how can I share it with the player community?

- A. Just post it to the player community forum! Please be sure to include the Starting, Victory, and Special Conditions for the scenario, a clear picture of the map you have setup, and if possible, a short story about the map (include a location from the World of Stratos Map for where it takes place). Here is the forum link:

<https://www.facebook.com/groups/307943062880980/>

SPECIAL THANKS

To all our players who have contributed to this FAQ by asking us questions – thank you!!

We appreciate your contributions and thank you for helping to improve the play experience of others.

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