



STRATOS

by BOARD&TALE

CONTENTS

Setup and play	2
How to win.....	3
Action phase.....	4
Buy phase.....	6
Tiles, resources, and characters	7
Maps.....	10
About Board and Tale	15
Special Thanks	15

Welcome, fellow traveller, to the world of Stratos!

Since its' discovery by a wandering sailor, this fabled land is now claimed by five rival tribes.

The seafaring Natau declare it to be the promised land of their legends while the imperialistic Dazso aim for yet another milestone in their quest for Empire.

Fleeing conflict and barren lands, the Lemkis seek fresh soil to start anew.

A wandering tribe of barbarians, the Gruhll, compromise with no one while the Avaleians simply want to preserve the natural beauty of their homeland and live in peace.

The peoples' prosperity is in your hands....

WWW.STRATOSGAME.COM

SETUP AND PLAY

1. Choose a scenario -

See pages 14-18.

Equipment token(s) show what the character has equipped

Spirit token shows current spirit points

Character Unit Assembly

Promotion token shows when a unit is promoted

Defend token shows when a unit is defending

Health token shows current health points

Plastic stand

Player's color stripe

Each character has a maximum number of health points and spirit points – see the character reference cards.

2. Shuffle the tiles and put them into piles, symbols down. Arrange them on the tile trays according to the chosen scenario, and set aside unused tiles, symbols-down, for later use.

3. Assemble and place character units according to scenario start conditions.

4. Separately shuffle the four deck of cards and place them within reach.



5. Set aside all other tokens, resources and unused character unit standups within reach.

6. Give a set of five reference cards to each player, with base characters face up.

HOW TO WIN

Win a standard match by earning 10 Prosperity Points before the other players do!

If all your characters are defeated and you do not have enough resources to hire another one on your next turn, you are eliminated from the match.

PROSPERITY POINTS

There are four main ways to earn Prosperity Points (PP) – hoarding resources, defeating enemies, casting spells, and discovering treasures. Each type of character excels at one of these things, but can also earn Prosperity Points outside of their area of specialty.

For example, a Mage may defeat an enemy unit with a damage-causing spell, thus earning Prosperity Points.

HOARD RESOURCES

Place one of each main resource back into the game box to earn one Hoard Token, worth 1 PP. *The Peasant outworks everybody else when it comes to harvesting the land!*



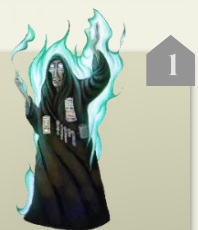
DEFEAT ENEMIES

Reduce an opponent's character unit to zero health points to earn one Defeat Token, worth 1 PP. *The Archer and Soldier have your back covered when things get tough. The Soldier excels up-close, while the Archer prefers to maintain some distance from her opponents.*



CAST NEW SPELLS

Cast a spell you haven't cast before to earn one Knowledge Token, worth 1 PP and shown directly on the spell card. This counts toward your point total as long as you have the spell card. *Unlock the power of the arcane through the intense study of the Mage.*



FIND TREASURES

Find a treasure to earn one Treasure Token, worth 1 PP and shown directly on the exploration card. This counts toward your point total as long as you have the exploration card. *Find coveted artifacts and grow your material wealth through the Explorer's careful investigations.*



The kinds of actions available to each type of character unit are shown in a later section. You can earn additional Prosperity Points by keeping certain conditions continuously satisfied to achieve Special Goals.

PROMOTE ALL

Having 5 Promoted characters units gives you a Promote Token worth 2 PP. Lose this token if you lose any of those units. Token can be regained.



OCCUPY 3

Occupying 3 special tiles gives you an Occupy Token worth 2 PP. Lose this token if you fail to keep occupying 3 or more. Token can be regained.

ACTION PHASE

Begin your turn with the Action Phase as you try to earn Prosperity Points. **Each character unit may only take up to two unique actions per turn.** Actions may be taken in any order by your collective group of character units.

Each game tile can only be occupied by one character unit at a time. Each action occurs on the tile occupied by the character performing that action.

UNIVERSAL ACTIONS available to all character units

TRAVEL

Move a character unit onto an adjacent, unoccupied land tile.

If a unit travels onto a covered special tile, he flips the tile and discovers it – see page 9 for more information on discoveries!

NOTE: Travelling is the only action that can be taken twice in a turn by the same character unit.



LAGOON TRAVEL

Lagoons certainly look harmless. However, they contain perils only understood by one character unit...

The savvy Explorer is the only character unit able to move onto and occupy Lagoon Tiles.

HARVEST RESOURCES

Collect one resource token associated with the land tile your character currently occupies.

Resources are used to hire new units, and to promote your units to more powerful forms.

See page 8 for associations of resources and land tiles.



POWER HARVEST

Peasants may choose to harvest D4 resources instead of taking only one. In this case, a roll of 4 indicates failure; otherwise take resources equal to the number shown on the die.

When a Peasant is promoted to Cultivator, he harvests without fail. This means that a roll of 4 will result in gaining 4 of the appropriate resource.

DEFEND

Take a defensive stance to reduce loss of health by some actions.

To show that a character unit is defending, place a defense marker in the leftmost slot on the top of the character card.

Until your next turn, all character actions that would reduce this character unit's Health have their effects lessened by 1.

For example, if an attack would reduce a non-defending Peasant's health by 3, the same attack would reduce a defending Peasant's health by 2 instead.



STURDY DEFEND

When Soldiers defend, physical attack damage is reduced by 2 instead of by 1.

When Mages defend, magical attack damage is reduced by 2 instead of 1.

Effectively, the Soldier gets a +1 bonus to defending against physical attacks, and the Mage gets a +1 bonus to defending against magic attacks.

SPECIAL ACTIONS available only to specific character units

NOTE – UNIT PLACEMENT: Whenever an event in the game would cause an illegal unit placement, cancel that event.

NOTE – TILES: Whenever an event in the game causes a tile to move, the unit occupying that tile moves with it.

ATTACK & SHOOT



Attack or shoot another unit by rolling the appropriate die when the unit is within range. Inflict damage as indicated on the die, and reduce the opposing unit's health accordingly by changing the health point token to the amount of health left.

Soldiers attack at range 1 using a D6, but miss on a roll of 6.

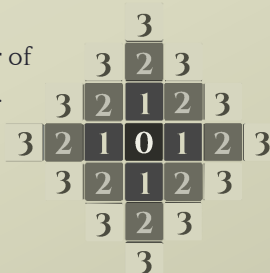
Archers shoot at range 2 – 3 using a D4, but miss on a roll of 4.



Range is simply the number of spaces away from your unit.



Health token



NOTES – ATTACK & SHOOT

If a unit has zero Health, remove it from the board. Then, give a Defeat Token worth 1 PP to the player controlling the attacking unit.

Promoted units do not miss. For example, if the Archer has been promoted to Marksman, then she would inflict 4 damage on a roll of 4. Attacks at ranges greater than 1 are still effective even if another unit is in-between the attacking unit and the unit under attack.

Special circumstances caused by in-game events may allow other unit types to attack.

CAST



Mages cast spells in the following way:

1. Place the card face-up on the table.
2. Reduce the casting Mage's spirit points by the number of blue dots on the card.
3. Follow the instruction text on the card.

If the instructions on the card cannot be followed for any reason, then that spell cannot be cast by that unit at that time.

Spells remain face-up after being cast as a reminder of which unique spells have been cast. Every time you cast a new spell, you earn 1 Prosperity Point as shown on the card.

A face-up spell can be cast again whenever you have a unit with enough spirit points to cast it. If you cast a spell and it's ineffective, keep the card face-down, and gain no Prosperity Points. Deduct the associated Spirit for attempting to cast it.



Spirit token

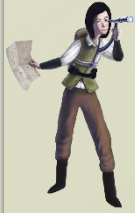
NOTES – CASTING SPELLS

The set of all your spell cards is called your Spellbook and is shared among all your Mages and Sorcerers.

When you hire a new Mage, do only one of the following: Draw one new Mage Spell card, or Recover your spellbook, if you previously had Mage(s) but lost them all (see "Learn Spells" in "Buy Phase", page 8). **When you promote a Mage to Sorcerer,** draw one new Sorcerer Spell card. He can still cast his Mage Spells, but Mages cannot cast Sorcerer spells.

Mages and Sorcerers each recover 1 spirit point at the beginning of your turn, until they have maximum spirit points – 7 for Sorcerer, 3 for Mage.

SEARCH & USE



Explorers search for treasure by turning over a Land Tile when standing on it. Draw the number of Land Exploration Cards indicated on the underside of the tile.

I draw one card

II draw two cards

Δ draw D4 cards (fail on 4 if not promoted)

If the underside is blank, you find nothing.

There are 5 types of Exploration Cards: equipment, one-use items, permanent items, traps, and calamities. Reveal all cards immediately except for one-use items, which remain face-down until they are used as an action.

Always draw the cards one-by-one, and follow the instructions text on each card. Rules for each type are shown on every card.

NOTES - SEARCHING

When you promote an Explorer to Swashbuckler, she can search under Lagoon tiles in addition to Land tiles. Draw the appropriate number of Lagoon Exploration Cards, and follow the usual rules.

Swashbucklers automatically disarm traps found among Land Exploration Cards.

Explorers and Swashbucklers can use one-use items as one of their two actions in a turn. The item is then set aside, face up, indicating it has been used up – and also showing one Prosperity Point has been earned.

You can perform your units' actions in any order – and this includes the option to perform one unit's actions in-between another unit's first and second action! You can also decide not to take any actions. **After all your units perform their actions, proceed to the Buying Phase**

BUY PHASE

After your Action Phase, spend resources to hire more character units (up to 5 per player), improve existing units, or both – limited only by the resources you have available to spend.

HIRE A NEW UNIT

Pay the Hire Cost shown on the character reference card, and assemble the unit (see page 2) with the appropriate Health Token (and Spirit Token for Mages). Also add a defense token – new units defend automatically.

Place it on an unoccupied tile adjacent to one of your units that performed actions this turn. If no such tile is available, place it on any of the closest unoccupied tiles instead. Always choose a tile that the unit could travel to, otherwise it is an illegal unit placement. **If you have no units on the board**, place the new unit on any unoccupied land tile.

Tips and tricks: Each of your units can take two actions on your turn, so it is a good idea to quickly build up your army to 5 units! As you plan your turn, think of where you would like your new units to start.



Max Health and Spirit

The cost of hiring a new unit

PROMOTE A UNIT

Pay a unit's Hire Cost again to promote it to a higher class. Place a promotion indicator on the top of the unit. Then increase the unit's Health and Spirit by the amount indicated on the reverse side of the character reference card, below the + symbol.

Note: Sometimes game events affect one or more units of a particular type. In these instances, promoted units still count as the same type as before they were promoted. For instance, a Sorcerer still counts as a Mage.



Tips and tricks: Promote a Mage to Sorcerer by paying 2 Spice and 1 Corn. If he has 2 Health and 2 Spirit before promotion, he would still have 2 Health after being promoted, but would gain 4 Spirit, increasing his total to 6.

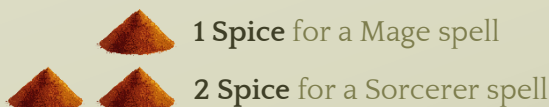


Max Health
(and Spirit for
Mage)

The cost of
upgrading a unit

LEARN SPELLS

If you have at least one Mage on the board, you can learn spells by paying:



Tips and tricks: Your Mages and Sorcerers share a common spellbook, so buying more spells is even better when you have more than one Mage!

Draw a card from the appropriate deck, and keep the card face-down until you cast it. Sorcerer spell cards are completely separate from, and do not count as, Mage spell cards. You must have a Sorcerer on the board to learn Sorcerer spells.

RETRAIN A PEASANT AS ANOTHER CLASS

A Peasant or Cultivator can be retrained as a different base unit by paying the Hire Cost of the new unit type. Adjust the Health Token by the difference among the two unit types' Health maximums. (Retraining does not restore the unit's Health)

Tips and tricks: Retrain a Peasant as a Soldier by paying 1 Oak and 2 Nickel. If he has 2 health (out of a maximum 4) before retraining, he would have 4 out of a maximum 6 afterwards.

TILES, RESOURCES, AND CHARACTERS

PRAIRIE	MOUNTAIN	DESERT	FOREST	LAGOON
				
Corn 	Nickel 	Spice 	Oak 	nothing to harvest

Harvest each of the four main resources from the associated Land Tiles shown above. You cannot harvest resources from Lagoon Tiles, but Swashbucklers can search them, possibly finding gems, which can be spent as any other resource during the Buy Phase.

Special land tiles represent landmarks that give bonuses to units that land on them:



DISCOVER BONUSES immediately apply to the first character unit that lands on a specific Special Tile. Each Special Tile may only be discovered once per campaign. Land on a face-down Special Tile and flip it to discover which special building it is.

OCCUPY BONUSES apply to a unit sitting on a specific Special Tile at the beginning of your turn. Occupy Bonuses end as soon as the unit is not occupying the Special Tile.

ACADEMY



DISCOVER

Discovering unit is immediately promoted.

OCCUPY

Promotions cost you 1 fewer resource of your choice.

FORTRESS



DISCOVER

Discovering unit defends automatically from now on.



OCCUPY

Occupying unit has a +1 bonus to physical defense, and defends automatically.

CATHEDRAL



DISCOVER

Discovering unit gains permanent immunity to all spells. Immunity extends to current tile occupied by this unit.



OCCUPY

Cathedral and occupying unit are immune to all spells.

QUARRY



DISCOVER

Gain 2 gems immediately.

OCCUPY

Receive 1 gem if one of your units occupies this tile at the beginning of your turn.

UNITS

There are 5 types of character units in Stratos. All of them except Peasant have their own unique actions they can perform (see page 5) and there are universal actions that can be taken by any unit (page 4).

Each player can have up to 5 units on board.



Peasant

Soldier

Mage

Explorer

Archer

GENERAL RULE FOR PLACING A UNIT ON A TILE

If a spell, treasure, or any game effect would result in an **illegal unit placement** (peasant on water, etc.), the controller of that spell, treasure, etc. must choose a new nearest tile and place that unit on that tile.

CARDS

Mage Spells can be cast by **Mages and Sorcerers**. Sorcerer spells can only be cast by Sorcerers.

Casting each spell costs Spirit Points. The cost is indicated below the title of the card.



Land and Lagoon Exploration cards are used when Explorers and Swashbucklers search tiles. There are different types of these cards:

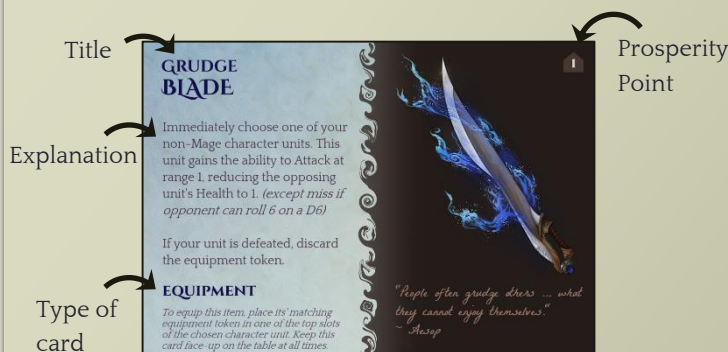
EQUIPMENT is attached by placing the Equipment Token in your character's Equipment slot.



ONE-USE ITEMS can be used once as an Action during your turn.

PERMANENT ITEMS can be used on every one of your turns.

TRAPS AND CALAMITIES are revealed as soon as they are drawn by the player. The effects occur immediately.



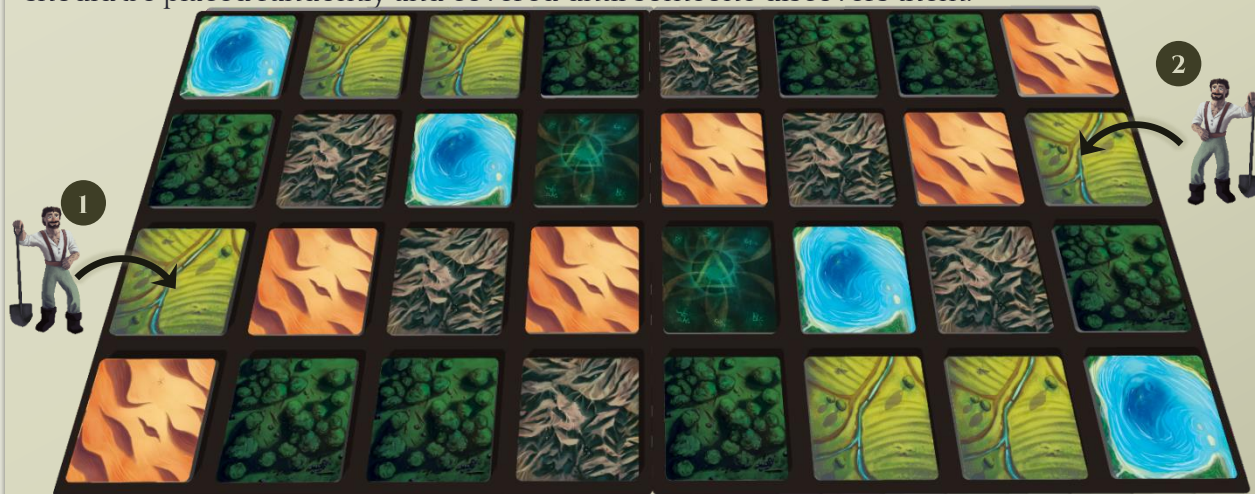
MAPS

FREE-FOR-ALL

2 PLAYERS

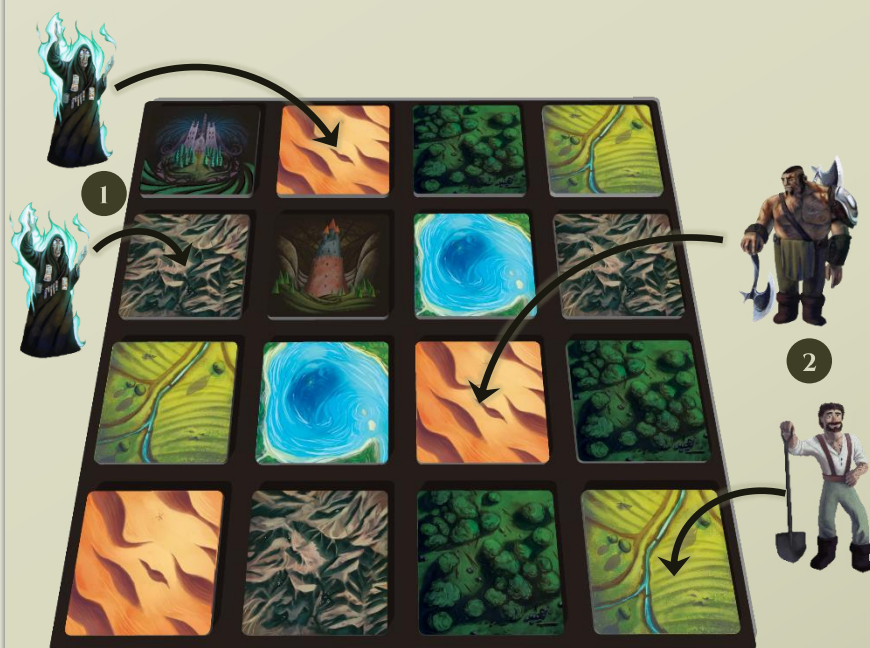
Both players start out at the corners of the land, with near-equal access to all resources.

Each player begins with a Peasant to be placed on their indicated starting tiles. Special tiles should be placed randomly and covered until someone discovers them.



SACRED CATHEDRAL

2 PLAYERS



Player 1 must protect his sacred Cathedral from the invading barbarians. He begins with two Mages and one Gem.

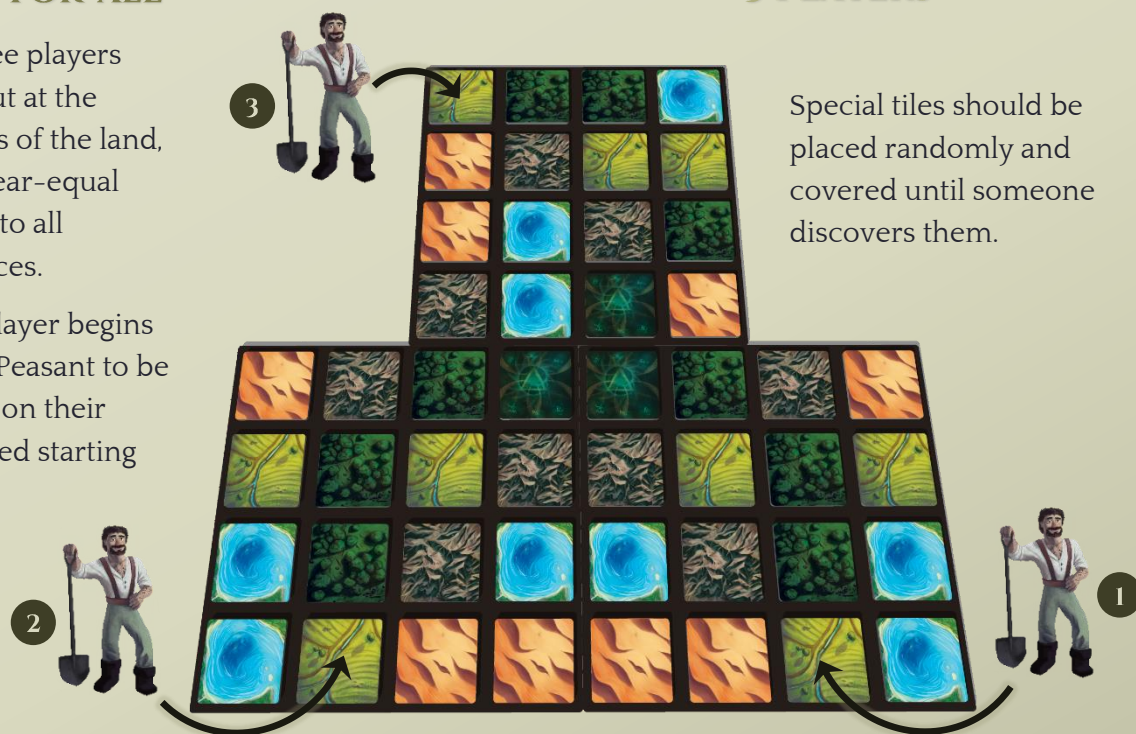
Player 2 begins with a Peasant on a prairie and a Soldier in a desert. He can only win by landing on the Cathedral.

Any player who destroys the Cathedral automatically loses. Exclude the Sorcerer Spell card Georotate from this scenario.

FREE-FOR-ALL

All three players start out at the corners of the land, with near-equal access to all resources.

Each player begins with a Peasant to be placed on their indicated starting tiles.



3 PLAYERS

THE RECLUSIVE SORCERER

Player 1 begins with a Sorcerer. Players 2 and 3 are allies and each begins with a Peasant and a Soldier. They can only win by occupying the Quarry, the source of the reclusive Sorcerer's precious Gems.



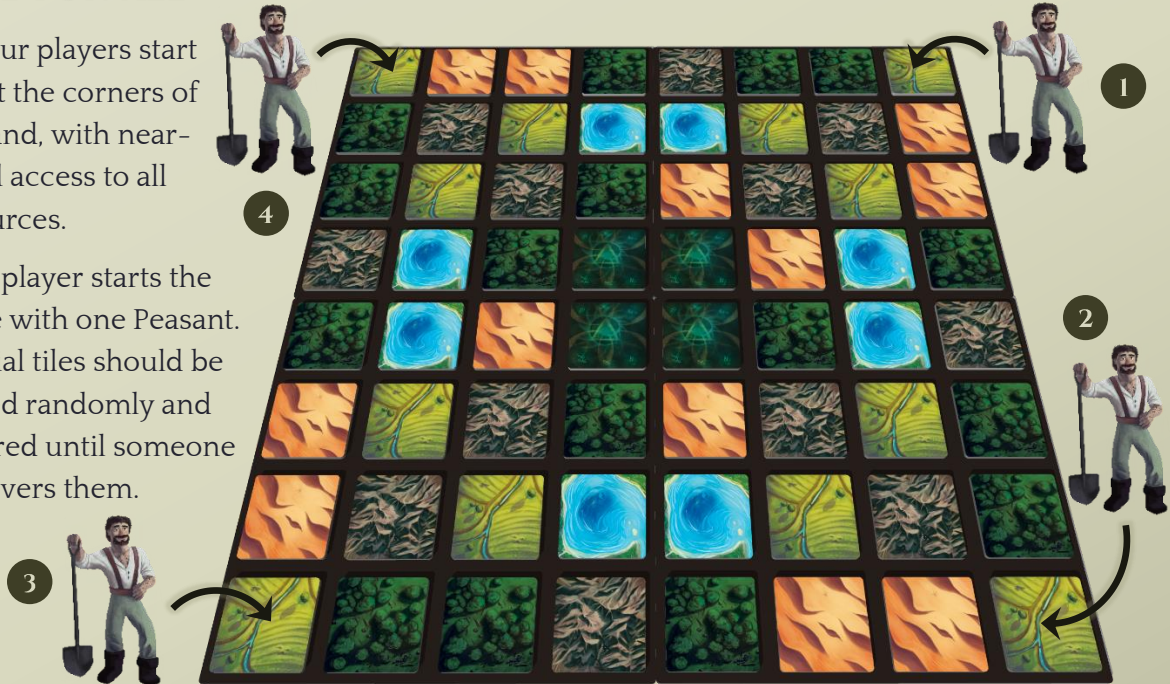
3 PLAYERS

FREE-FOR-ALL

4 PLAYERS

All four players start out at the corners of the land, with near-equal access to all resources.

Each player starts the game with one Peasant. Special tiles should be placed randomly and covered until someone discovers them.



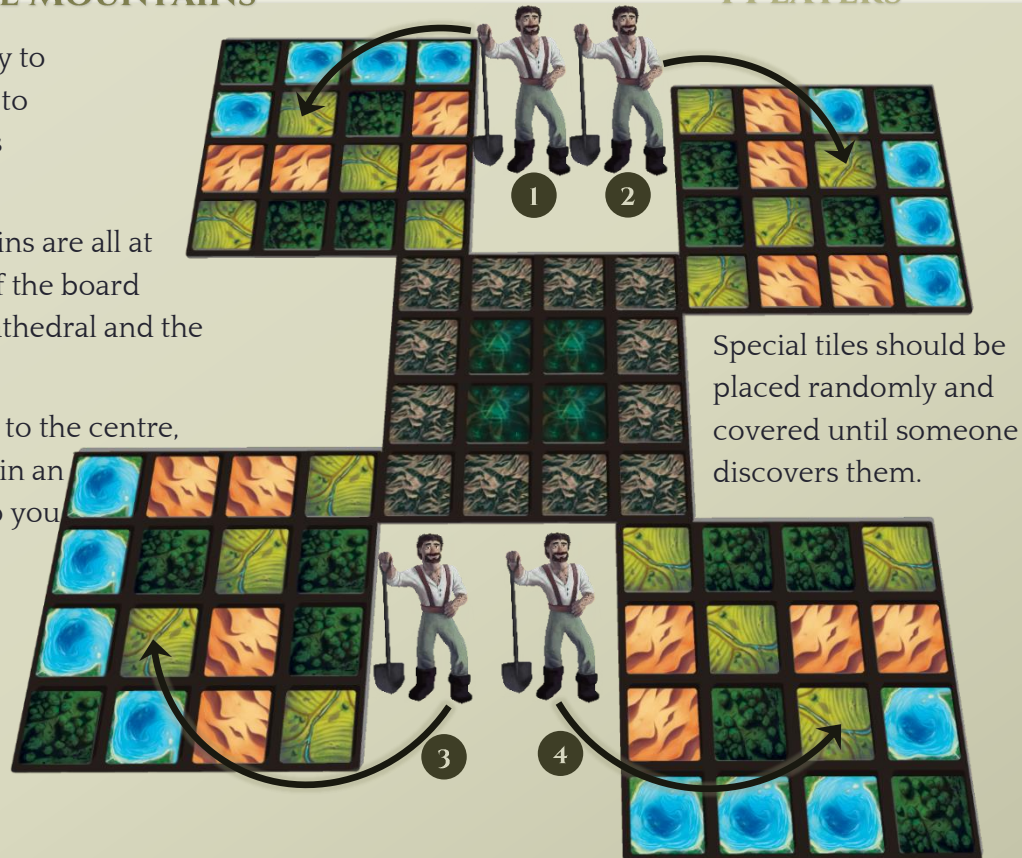
RUSH THE MOUNTAINS

4 PLAYERS

The only way to get Nickel is to enter harm's way.

The Mountains are all at the centre of the board as are the Cathedral and the Quarry.

Do you rush to the centre, hoping to gain an Nickel, or do you defend your home territory?



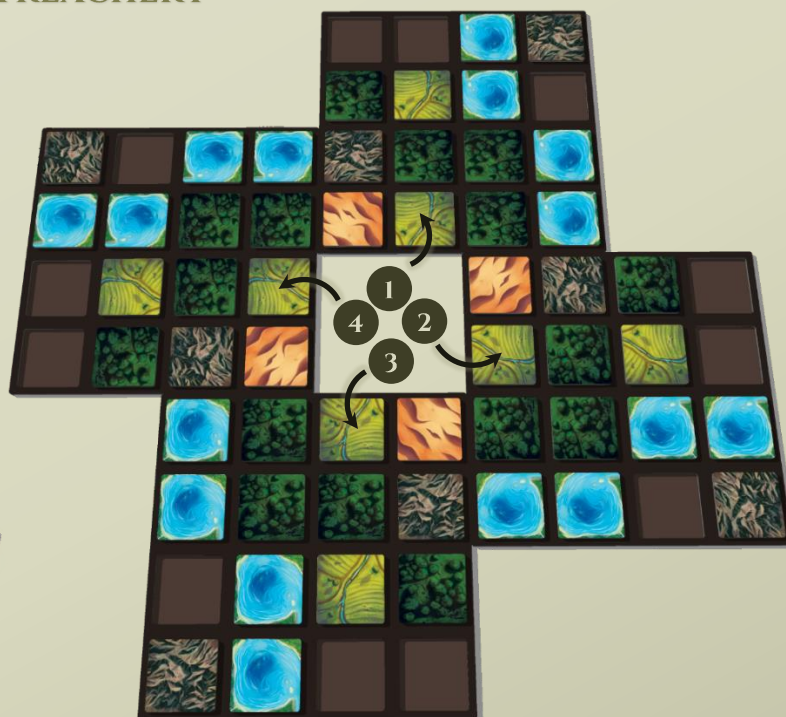
Special tiles should be placed randomly and covered until someone discovers them.

TREASURES AND TREACHERY

4 PLAYERS

All four players begin with Explorers on this tiny islet. There are plenty of opportunities to amass magnificent Treasures!

However, your rivals are too close for comfort. Proceed with prudence.

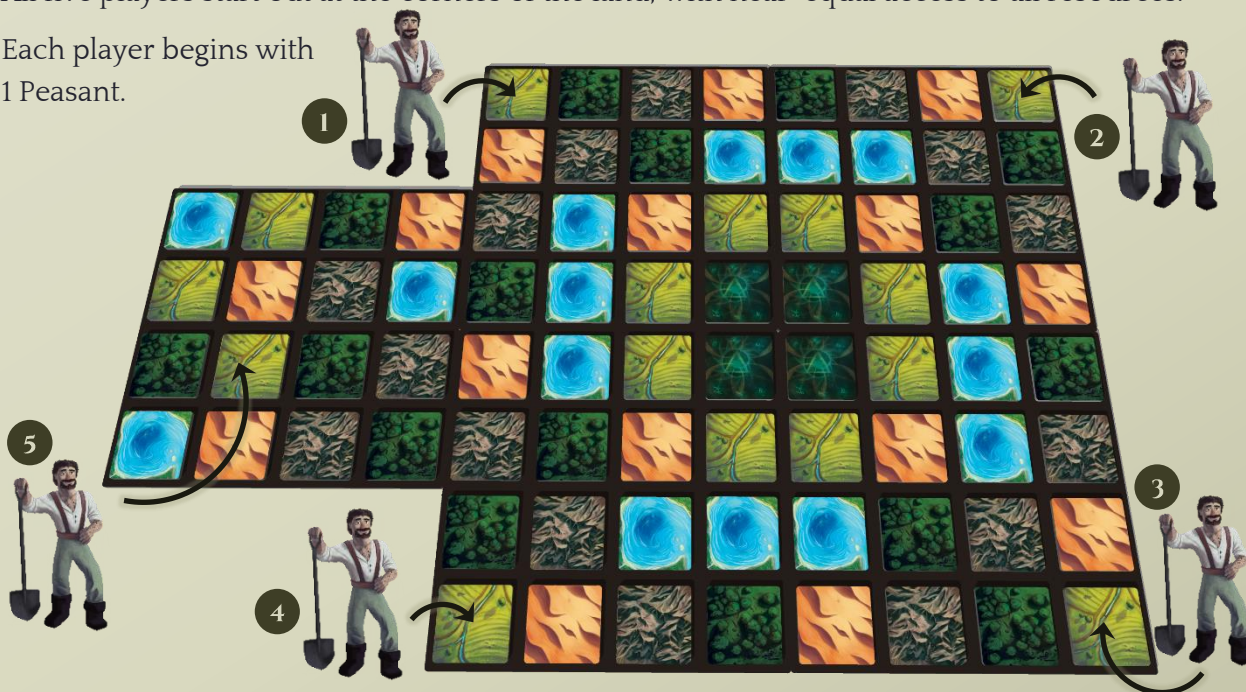


FREE-FOR-ALL

5 PLAYERS

All five players start out at the corners of the land, with near-equal access to all resources.

Each player begins with 1 Peasant.



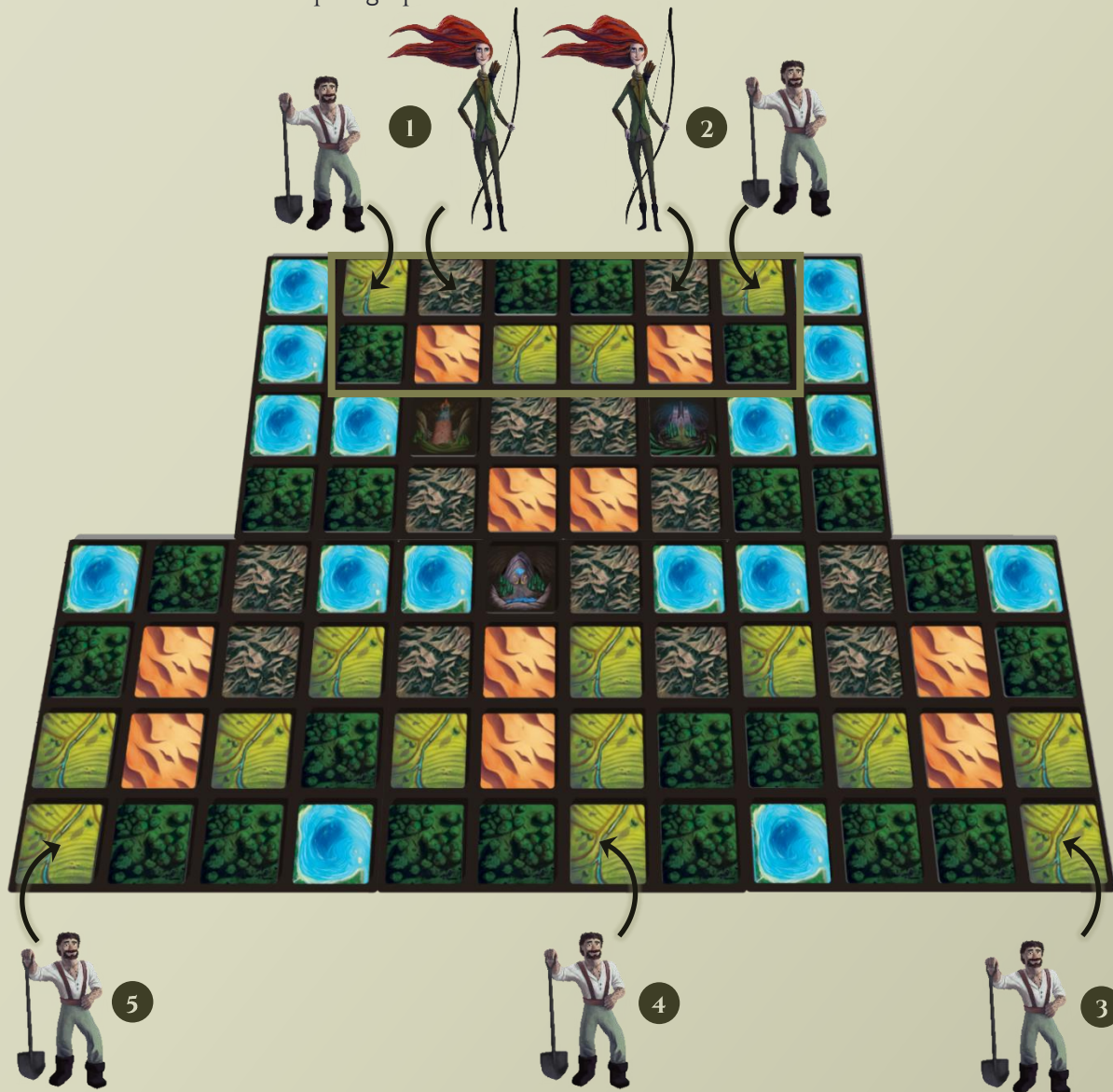
Special tiles should be placed randomly and covered until someone discovers them.

BATTLE AT THE TOMBOLO

5 PLAYERS

Players 1 and 2 must cooperate to keep players 3, 4, and 5 out of the Tombolo (land tiles within the red rectangle). In this scenario, remove Pandora's Box from the deck of Underwater Exploration Cards. Also remove Georotate and Geoslide from the deck of Sorcerer Spell Cards. Players 1 and 2 each begin with a Peasant on a Prairie and an Archer in a Forest. They also act as one player, and they need a combined 10 Prosperity Tokens to win. Take all actions for P1's units, then all actions for P2's units prior to a collective buying phase where P1 and P2 share their resources.

Players 3, 4, and 5 each begin only with a Peasant, and they win only if one of their units occupies a tile in the Tombolo for one round. These three players also act as one player in the manner described in the paragraph above.



ABOUT BOARD AND TALE

www.boardandtale.com • creators@stratosgame.com

© 2015 All rights reserved.

Meet the team!

JACOB CHODORIWSKY

KENNETH PHAM

BASEER KHAN

DAVID GUNDRUM

JEAN-FRANCOIS POULIN

GARTH LAIDLAW

DOROTA MILEWSKA

JERO SUTLOVIĆ

Our address:

22 Northumberland St,
Guelph, Ontario, N1H 3A5
Canada

For more content and
tournament info please visit

www.stratosgame.com

BOARD&TALE

SPECIAL THANKS

We would like to take the opportunity to thank our wonderful friends

BASEER KHAN, JULIE & PIERRE HENRI, SHAYNE & MARGARET LOVE,
CARL HEITTOLA, AND PAUL SANGHERA

Without whom we could not have published Stratos. We greatly appreciate all of their advice, feedback, and discussions that helped bring the game to life. Their contributions to Stratos and endless support will always be remembered. Thank you!

The list of our Friends, who contributed to Stratos includes, but is not limited to:

DEREK ALTON	DAWN GUNDRUM	RYAN OLIVIER
VINCENT ATIENZA	SULARA GURUGE	PETER ROGERS
CHARLES BABIN	CARL HEITTOLA	GENEVIEVE SHAVE
ANNA BEST	MUNEER HUDA	JACOB SMITH
KEVIN BOWMAN	EDDIE JEANVEAU	DANI TAILLEFER
CORY CATLING	PETE LAMBERT	REBECCA VENDETTI
PAULINE CATLING	AJ LONGSTREET	NICK VERBREE
AMANDA DE SANTIS	MARCIN MILEWSKI	DYLAN WHITE
JAMIE DE SANTIS	JEFFERY RAAPHORST	LAURIE WILLIAMS
RODRIGO GOLLER	SEBASTIAN RAAPHORST	YURI VERNIKOVSKYY

Last but not least, we would like to thank our amazing FAMILIES, who supported us in every second of our work. You were our greatest inspiration. We dedicate all our efforts to you!

