# Strategos

Strategos is a turn-based tactical board game played on a hexagonal grid, similar to Civilization 5. The players face each other with various types of armies, with the intent of defeating all enemy Units or performing other objectives. Players take turns to perform actions with all their Units.

There are 5 main types of Unit, with different rules and statistical distributions. Each can be more effective with different strategies.

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| **Unit** | **Moves** | **Strength** | **Toughness** | **Special Rules** |
| Spearmen | 2 | 4 | 5 | +6 to Mounted  +3 when Defending |
| Swordsmen | 2 | 5 | 3 | +3 when Attacking  Charge:1 |
| Cavalry | 4 | 5 | 3 | +20% chance to Retreat  Charge:2  Cannot Entrench |
| Elite | 2 | 4 | 5 | +6 when Defending  +3 to a chosen Unit type |
| Archers | 2 | 4 | 2 | Ranged attack (consumes 1 Movement)  -2 when Defending  May not melee |

There are several actions that a Unit can perform each turn. These consume a different number of Movement points.

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| **Action** | **Points Consumed** | **Notes** |
| Move | 1 |  |
| Attack | 0 (once per turn) | If a Unit uses all Movement points before attacking, it receives -2 to the combat. |
| Entrench | 2 | Receive +2 to all Defence checks. Must remain stationary. |
| Wary | 1 | Receive -1 to Movement. Receive +1 to all Defence checks. |
| Charge:X (requires special rule) | X | Move in a straight line for X and attack in that line. Receive +2 to the Attack check. |
| Rotate | 0 (any number of times per turn) | Change the orientation of the Unit. |

When two Units fight, the attacking Unit uses its STR (Strength) stat, and the defending uses its TGH (Toughness) stat. The Units roll Xd6, where X is the relevant stat.

Each Unit adds its relevant stat to the total of its respective roll, STR if attacking and TGH if defending. Modifiers are then applied. Units receive -0.2 for every 1 HP lost.

Damage is then calculated. For every point of difference, -3 or +3 is applied to the winner of the combat. If a Unit lost combat by 3 points, they receive 9% more damage and deal 9% less damage.

Flanking applies various bonuses. If a Unit is attacked directly in the rear, it receives -2. If it is attacked on the left or right of the rear, it receives -1.

e.g. 1

Spearman attacks Swordsman on flat ground. Spearman has 90/100 HP, and Swordsman has 100/100 HP.

Spearman has STR:4. Swordsman has TGH:3.

Spearman rolls 4d6 and gets total of 15. Spearman has -2 from lost HP, +2 from attacking, and +4 from STR. Attack is now 19.

Swordsman rolls 3d6 and gets 14. Swordsman gets +3 from TGH so Defence is 17.

Damage to Spearman is 17, -6% from Swordsman losing, becoming 16.

Damage to Swordsman is 19, +6% from Spearman winning, becoming 20.

e.g. 2

Cavalry attacks Archers on a hill, in the rear. Archers have 100/100 and Cavalry have 76/100.

Cavalry rolls 5d6 and gets 23. +6 from STR, -5 from lost HP, +2 from attacking. Attack becomes 26.

Archer rolls 2d6 and gets 9. +2 from TGH, +3 from on hill, -2 from defence penalty, -2 from full flank. Defence becomes 10.

Damage to Cavalry is 10, -48% becoming 5.

Damage to Archer is 26, +48% becoming 39.

Terrain applies various modifiers to Units.

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| **Terrain Type** | **Movement Modifiers** | **Combat Modifiers** |
| Flatland | -1 | None |
| Forest | -2  -3 for Cavalry | +2 to Defending in  -2 to Attacking from |
| Hill | -2 | +3 to Defending in  +1 to Attacking from |
| Mountain | Impassable |  |
| Marsh | -2 | -2 to all combat |
| River | \*0.66 when moving to  \*1.33 when moving off | -1 when Attacking from |