



IMPERIUM

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THE UTOPIANS

We consider the Utopians to be the most difficult civilisation to play in *Imperium* (difficulty rating 5 out of 5). This is because the approach to success with this deck is unlike any of the other factions in the game. Furthermore, you need to adapt the deck and your market purchases based on the civilisations you are facing, which requires a good understanding of other factions in *Imperium*.

The first thing to notice with the Utopians is that they do not have a nation deck, nor an accession card, nor development cards. All they have is a deck of 13 starting cards, a power card and two double sided journey cards. You should carefully look through all these cards before playing the Utopians.

The Utopian power card has a negative effect on both sides. Every time your deck is empty you take an unrest. This means you do not want to add individual cards back to an empty draw deck. Rather, you really want to empty your deck as you are drawing cards, so you gain an unrest but have a full draw deck.. This means, unlike all the other civilisations (with the possible exception of the Arthurians), you do not want to hurry through your deck. Instead you should hold cards in your hand and set up a situation to use them for maximum effect. Furthermore, you should avoid thinning your deck too much, and only put cards into your history or as a garrison if you have no other choice, unless you are building a deck that can easily manage unrest.

Your power card gives you victory points for your population, and gathering population is definitely part of most Utopian strategies. The A side also gives you a boost to this with a solstice ability that helps your opponent's deal with unrest while gaining you population. This is already showing the "friendly" side of these enlightened monks. When playing against the Utopians, you don't mind getting their help as an opponent, but you have to be careful not to help them along their journey too much.

Alongside your power card you start with the first journey card, Visions of Shangri-La. You need to gain and spend sufficient progress (which thematically represents wisdom, inner peace, or literal progress along your journey) to flip this to the reverse side, named Path to Shangri-La, and then onto the Gates of Shangri-La, and finally Shangri-La itself. Reaching that final destination is a game end trigger.

Each journey card functions like an extra power card, providing you with options and solstice abilities. This changing journey card is another challenge for players to master.



Another unique aspect to the Utopian deck is the 5 sacred scroll cards. It is unlikely you'll want to play these for their action, as drawing cards is not generally a priority for you. You actually need these scrolls to power your other cards..

Portals lets you acquire regions (by magically teleporting to them using your scrolls), but, as all things with the Utopians, it is not quite as simple as that. In the solstice phase you must recall (take back into your hand) a played region or abandon the Portals card itself! You might be happy to discard the portals for the population gain, or you might be happy to recall a region if it has a useful ability when you play it. Either way you have a difficult decisions to make in the solstice phase, as well as during your turn.

Another example is the Tree of Knowledge. You can use your scrolls in combination with this card to acquire civilised and uncivilised cards, but during the solstice phase you have to discard a card from your hand or abandon (discard) the tree of knowledge.

These pin cards are unusual because they are activated by your sacred scrolls. However, that is not the strangest aspect of these unique cards - using them is an exhaust ability rather than an action. This means when playing the Utopians you will often have more actions than things to do. You may be completely happy to just use those spare actions to remove all the Unrest that you've gained through the various earthly temptations that you must face during play.

An additional and related challenge to playing the Utopians is that you only have 3 Exhaust markers, rather than the usual 5. Were it not for this limitation, a lucky hand would allow you to choose how to spend more than double the actions other players have. Instead, you will discover playing the Utopians is a constant series of hard choices for using your exhaust abilities.

Abandoning the Tree of Knowledge, Portals, and cards like them is not as much of a drawback as it might seem, as you can always use your Meditation card to return one of them to the top of your deck.



The key to success with the Utopians is hand management and careful selection of the market cards you acquire – any that provide population or progress are very welcome, and some of the end game scoring cards can help boost your final score too. There is no point racing to Shangri-La if you do not gather sufficient points as you go, but equally you do not want to delay too long with collecting unnecessary trappings of power or Fame. Remember, rather than developing a civilisation, the Utopians are on a journey, and the path is just as important as the final destination.

You can journey with the Utopians in *Imperium Legends*. What route will you take?



THE GREEKS

We consider the Greeks the trickiest civilisation to play in the Classics box (difficulty rating 4 out of 5), and this is because of the large number of different strategies that are available when you play them.

The Greek power card gives you victory points for cards you possess at the end of the game (in play, in your deck, in your hand and in your History), but the Greeks are about more than just collecting cards. The A side of the Greek power card gives you the first challenging tool to wield, allowing you to spend 2 actions to break through for a civilised or uncivilised card. This is an indication of what the Greek deck excels at - acquiring cards in the market, building a dominant tableau, and utilising powerful action cards. As you can guess, buying any old card won't help you. You'll want cards you can either pin, or use as free actions, or that give you secondary ways to score.

The early Greek cards represent the start of the Greek dominance of the Mediterranean. The City of Sparta, Greek Mercenaries and Settlers can generate the resources you need, and help you acquire territory, though you can also use the usual Advance and Conquer cards. However, you do not start with a prosperity card. You have to wait to become an empire and develop Greek Prosperity to get access to that effect. In the meantime, you'll rely on your supply of Cities (Sparta, Athens, and later Corinth) to cycle through your deck. Of course, using your cities to draw cards denies you the other resources they could supply.



The Olympic games is the Greek accession card, and you are likely to want to make significant use of this card to remove the cards you do not need from your deck and help you cycle through it efficiently.

Once you become an empire there are a number of different strategies you can follow, depending on what cards you have already acquired from the market. You can continue to gain cards by developing Science, which then allows you to keep using your Advance card, or you could try Philosophy instead. Alternatively, you could be more aggressive, using Greek Innovation to give you more flexibility over the cards you gain from the market, and disrupt your opponent's tableaux.



The key to success with the Greeks is recognising the crucial cards in the market, and utilising your more readily available means of acquiring them before your opponents can. Then, you need to establish a strategy that incorporates your new cards so that you can continue to draw cards, gain resources, and develop. To help boost the effect of your own cities, you will be on the lookout for more cities and Metropolis, or any card that will help your Cities be more efficient, like Urban Development. You also will want to acquire or exile the dreaded Onager, as you are particularly vulnerable to that attack card. If you are combining games and using the common deck from Legends then Masonry is a great card for you.

Your nemesis are the Persians. They have their mighty Battering Ram and they can easily take the tributaries they need from the market, somewhat nullifying your market advantage. You can recreate this ancient history match up in *Imperium: Classics* and we look forward to hearing how you fare!



THE VIKINGS

In some ways the Vikings are the other side of the Atlantean coin (who we covered in the last blog). While the Atlanteans start as an empire, the Vikings *never* become an empire. Like the Atlanteans, however, they have no history pile – the Vikings were never a cohesive empire with a written legacy.

Not having a history pile means your one-use cards (such as leaders like *Rollo the Walker*) are exiled rather than put into history, but it does mean powerful Fame cards that usually are put into history, you instead discard (and reuse!). For example, the Fame card *Glorious* is one of the best ways you can accelerate your deck and become an unstoppable horde. If you want to remove cards from your deck, you'll need to garrison them in regions, or put them under your *Sagas* card – the verbal history of the Vikings.

Never becoming an empire means no you have no development cards, and no need to gather resources to pay for them. The downside to this is that when playing as the Vikings, you have to react to the cards you gain from the nation deck each cycle for the entire game, rather than be able to plan your deck development strategically.

There is some mitigation to this lack of control. Your power card provides the ability to look at the top card of your nation deck and either return it or put it on the bottom (above your zenith card) every time you take unrest. This scouting ability is repeated on other cards in the deck, such as *Iceland* and *Graenland*.



There are strategies within the nation deck you may wish to search for – for example, the Viking expedition to *Vinland* (North America). To reach *Vinland* (by putting it into play), you first have to draw it from your nation deck, and also have drawn and played *Graenland* and *Longships*. That's a lot of cards to find in your nation deck, so you may find the Viking explorer *Erik the Red* helpful in this endeavour.

Jomsviking is your equivalent of the *conquer* card in other civilisations' decks. They were ferocious Viking mercenaries, so their card requires you pay both population and materials to use them. On top of that, unlike those other civilisations, you don't have the choice to break through for the card you're looking for, meaning that you're stuck accumulating unrest whenever you play it. The card instead doubles as an attack card, forcing your opponents to discard a card whenever you play it. Combined with your other starting attack card, *Athing*, the Vikings tend to adopt a fairly aggressive playstyle.



When you draw your last card in your nation deck, *Harald Hardrada* (the Norse king who almost became king of England), you trigger the end of the game immediately. That means that unless you've managed to optimise your deck down to a few cards, you might never get to play him! By that point, you'll need to have acquired plenty of cards from the market, as without your personal pool of development cards, you don't have access to the steady stream of victory points other civilisations have. Counterbalancing that growth with your regions and cards such as *Sagas* will determine how effectively you can cycle through your deck.

Hopefully this spotlight has shown you that the Vikings are less straightforward to play than most of the civilisations in *Imperium: Classics*. In our estimations, only the Greeks are more complicated in that box, with the Vikings scoring a difficulty rating of 3 out of 5. But if you can get rolling, the world will hear your roar, and you your opponents will tremble before you.



THE CARTHAGINIANS

In a game of *Imperium*, there are three resources to keep your eyes on: population, materials, and progress. Carthage is a trading nation, and as such, is all about the physical goods. Many nations in the game have their most famous daughters and sons represented as leaders. Carthage is no different, and you'll want to play its founder, Queen Dido early on to get your barbarian kingdom started with a new region. Your unique faction power and your Carthaginian Traders put materials onto cards in the market. Then once you get your caravans in play you can start directly buying up cards your traders have set eyes on giving you a higher degree of control over acquiring cards to support your strategy of amassing even more materials and territory. Then you can collect more materials and gain population from your played regions by using your prosperity card.



As an empire you choose which cards to develop so you have control over your strategic direction; you could continue trading using your Trading Ships and your Monopoly card to export unrest and other unwanted cards to your opponents. Alternatively you could take a more military route and use Hannibal and his formidable war elephants to further expand your empire and disrupt your opponents. Seeking fame is risky, as playing the Glory card requires you to abandon 3 regions, which is counter to your main strategy.



THE EGYPTIANS

Egypt is dominated by the Nile and this mighty river features in the Egypt deck – both as two region cards (Nile Valley and Lower Nile) and a vital card Flood of the Nile. While you're a young nation, the flood will bring you resources in a recurring fashion, as long as you control enough of the rivers of your land. Once you grow to be an Empire, the flood will allow you reprieve from the day-to-day labours, allowing you to acquire civilized cards

Becoming an Empire is represented with your ascension card Unification which is the political joining of upper and lower Egypt under the first king of the First Dynasty, Menes.



We are representing Egypt's longevity as an Empire by the large number of development cards you get as Egypt. This also means you are likely to be looking inward and developing rather than acquiring a multitude of cards from the market. However, you should not ignore the market entirely, key cards especially water icons will help your strategy. Becoming an empire so early will leave you with some unplayable barbarian cards – you can utilise your Egyptian Hieroglyphics to move those unplayable cards into your history. Once an Empire you could develop Embalming for more opportunities to put cards into your history.

Egypt's power card is interesting, you get a powerful effect using either the A or B side – we recommend new players use the B side of the power card and doing so with Egypt will give you a larger hand size which is a significant advantage. The A side of the card is more complicated, you can gain an extra action at great cost. Once an empire your A side power will also allow you to accelerate your development but great upheavals always demand more management from you.

You may think inviting unrest for these bonuses is a disaster – but Egypt has some of the best cards in the game for managing unrest, the Obelisk and the Pyramids.



THE PERSIANS

The Persians formed such a vast empire by giving the various regions some autonomy using the satrapy system. In the game this is represented by tributaries, and Persia has more of these cards in their deck than any other nation; the Lydians, the Median Empire and the Babylonians. However, to do well as the Persians you are going to want to acquire more and starting with two conquer cards will aid you – if you can generate the population to use them.



Within the Persian development cards are several strategies you could pursue. If your opponents have acquired cities (or you are facing the Greeks) then you might want to develop your mighty battering ram, which allows you to continue to breakthrough for tributaries and forces your opponents to abandon (discard) a city each time you play it. Alternatively, you may decide to take advantage of your Satrap card and gain an action, but this card needs a steady supply of materials which you could ensure with your Windmills. The cultural influence of Persia is represented by the Persian Gold card, this card gives everyone, including you, materials, but also causes unrest for your opponents.



As the Persians you will be especially on the lookout for cards in the market with scoring multipliers. As you can amass a big stack of materials, tributaries, and sometimes regions, these will be of prime interest to you, but in the mid-game turning to playing Glory and amassing Fame is another option to score high - especially if you're playing against someone like Rome who also seeks to gain fame.



THE MAURYANS

Key cards in your early game are two important figures in Maurya history: the founding leader Chandragupta, who gets your Indian Elephant strategy started, and his teacher Chanakya. It was Chanakya who wrote the ancient political text Arthashastra, and in the game the Chanakya card fetches Arthashastra for you.

A typical Mauryan strategy is using these two leaders to accelerate your advancement to empire, using your Indian Elephants to disrupt your opponents and gain territory, and Arthashastra to utilise any unrest you suffer by discarding it in the solstice phase to gain progress. If you've been following this blog series, you will notice that the Indian Elephants' gameplay effect is almost identical to Carthage's Elephants (found in the *Classics* box), but unlike that one, it does not require you to be an Empire to use.

It is worth mentioning the solstice phase: this occurs after all players have taken a turn, and in it each player simultaneously resolves any solstice effects they have available. They are all non-interactive and put here to avoid slowing down any one player's turn. We mostly used this phase for upkeep and income style effects, but the Maurya deck is also well suited to deal with Unrest over time this way.



As an empire you have several strategies you could deploy to lead you to victory. You could develop mathematics, which allows you to continue to use your barbarian Advance card to acquire valuable culture cards from the market (a card they share with another ancient eastern empire, the Qin dynasty). You could continue your conquests with your Indian Elephants and develop the Grand Trunk Road; this region is unique in that it counts as two, making it easier for you to play Glory to gain Fame. As a reminder, Glory is a card found in most nations' decks that allows you to tear down your tableau of regions to gain high value Fame cards. This represents military conquest and further exploitation of the lands under your banner.

But as the enlightened commander of the Mauryans, you could instead become pacified and let your most famous emperor Ashoka lead you, who can gain Fame by putting your violent past behind you – along with all your attack cards into your History.



THE CELTS

To give the Celts a different feel from the other nations of Europe, we have incorporated some of their myths into their cards. This, along with their attack cards and nation power, tend to make their play style more aggressive, or at least more likely to generate unrest for their opponents. It makes them an especially great foe versus the Romans, who rely on an expansive tableau to support a lean deck wanting to play Glory often. Celts versus Romans – thematically appropriately, we might say – is one of the most “meant to be” two-player pairings in the *Classics* box.

One thing you will quickly notice when playing the Celts is the lack of a Prosperity card. This card is what many nations use to generate materials and population from regions in play. Instead, the Celts go on Cattle Raids to generate materials (and they are not averse to stealing materials from their opponents, especially if they are empire states), and utilise the mythical Cauldron of Cerridwen to convert progress into population at a more favourable rate than usual. A key utility card is your Druids which can generate population, progress, and manage unrest.

The aggressive side of the Celts is visible in their barbarian state leader – Boudicca. She'll gain you a progress (that you can convert to two population with the Cauldron) and slow down your opponents by forcing them to abandon (discard) a played region.

Market cards you are particularly looking for are useful uncultured cards, attack cards, and fertile regions.



When eventually you become an empire, your accession card Celtic Gold will generate ample materials, especially if you have managed to conquer an additional fertile region or two. Your aggressive style does not need to end during your empire state – you can develop chariots to keep conquering and cattle raiding. You will certainly want to develop your other leader Vercingetorix, both for his end game scoring of uncultured cards and for his useful ability to acquire any market card. The complication is that your nation deck is quite large – at seven cards it's one of the largest ones in the game, so if you don't hurry, the game might end before you even get to be an empire! This represents the thematic and historical fact that the Celtic tribes weren't prone to classic empire-building, and by the time they did mostly band together (against the Roman threat), all other Mediterranean civilisations have long been turned into an Empire or even to dust.



With this spotlight on the Celts it is worth shining a spotlight on unrest too. Unrest represents internal struggles your nation has to deal with: disorder, riots, famine, disease, and so forth. Rather than make these specific or have an event system, we have instead incorporated generic unrest into the game. Unrest is bad! It clogs up your hand and deck with useless cards and each unrest you have at the end of the game loses you two points.

Most nations start with some unrest in their deck to show how much internal stabilisation they need before becoming a durable nation. You might take unrest from opponents' attack cards, but the majority of unrest you will take is when you acquire market cards. This represents the upheaval and resistance cultures experience with change and new ideas. You can remove unrest by playing it as an action card and paying the cost (either 3 materials, discarding 2 cards, or 1 population). Alternatively, you can spend your entire turn and return all the unrest in your hand for free. This is called a revolution turn, and early game can be a very effective way of cleaning your deck.

There are many cards within the game designed to mitigate unrest – the Celts with their Druids, for example. But beware! If the central unrest pile empties, the world plunges into chaos and the game ends immediately. If that happens, the player with the fewest unrest cards wins, and no other scoring matters. To avoid this happening too easily, civilisations that tend to generate an excessive amount of unrest for others or themselves (like the Celts in this case) come with additional unrest cards to add to the supply when playing with them.



THE QIN DYNASTY

The Carthaginians focused heavily on materials, and their power placed materials in the market instead of progress. The Qin do the same for population, as they attempt to take control of the populous smaller nations located in the area that is now north-east China. Your unique faction power puts population onto market cards and your Confucianism card can then acquire them, but your deck has other uses for population too.

With the Qin you continually face challenging decisions that pull you in two directions. The two competing philosophies of Legalism and Confucianism are part of your deck, and playing one prevents the play of the other – do you follow the school of Legalism and expand your empire with territory? Or do you instead adhere to the school of Confucianism for other benefits? Or do you try to juggle both? Or perhaps you'll concentrate on the School of Diplomacy instead to quickly expand your reach?



The decisions do not stop with philosophy. You have a duke (Zhuang of Qin) a king (Wu of Qin) and the first emperor (Qin Shi Huang). All of them require for the Mandate of Heaven to be in play and that the earlier leaders to have been played. However, Mandate of Heaven has a heavy cost to remain in play, so you may need to discard it and then manage your hand to ensure you can play it before you want to play the next leader. This symbolises the constant struggle early Chinese leaders had to go through, to prove themselves worthy of being the one attempting to unify an empire so vast and so diverse.

These hard choices continue when you become an empire – which strategy do you follow to victory? Developing your Long Walls for protection that get stronger the more of them you have in play, or Mathematics to continue your technological advances? Or some of the other development cards you have available? As you explore the Qin in *Imperium: Legends*, what strategy will you follow?



THE ROMANS

Looking at the Roman power card you can see the two main strategies for Rome: gaining population or gaining fame cards. More on the latter at the end of this blog post.

In the early game you will want to acquire and place regions to build up your nation and make your two prosperity cards as effective as possible. Roman Expansion helps greatly, and you will want to play this before the region common cards are all taken to guarantee you get two regions, even if your opponents have not played regions themselves yet. You can garrison your regions with any cards you do not immediately need (such as cultured cards) as you know you will be seeing them later when you play Glory and abandon them with their associated region. You also want to get the City of Rome into play to give you either a steady income or a way to cycle cards. While your city building proficiency is not quite on a par with the legendary city states of Greece, having Rome in play followed by a city or two acquired from the market can lead to a nice population income or deck speed increase – both of which are essential to scoring as well as the Romans.



Julius Caesar is your accession card and when you take him you become an empire. Ideally you want to play Caesar when there is a tributary or region in the market, but drawing two cards can be useful too.

Once an empire, you have a number of choices: you could develop your Legions so you can continue to conquer more regions or you could be a bit more aggressive and develop Roman Invasion instead. Don't forget Rome the Eternal City though, as this upgrade to the older City of Rome card will boost your score and save you a card during the Solstice phase.



THE MACEDONIANS

Leaders feature in most of the civilisations in *Imperium*, but they are most important to Macedonia. The first leader is Phillip II who unified Macedonia, and his card gives you the flexibility to acquire any card from the market. Depending on the cards available, this can be a launch point for your entire strategy.

Your second leader is Alexander, who as your accession card marks you moving to becoming an empire. Playing Alexander allows you to break through for a tributary or a region and draw a card. As a hugely impactful historical character, he's the only person to be featured twice in a civilisation's deck! Once the first card is in your history, you can play Alexander the Great to acquire two regions, including cards that have been exiled from the market.

The final leader is Parmenion, who was Alexander's Strategos (military general and Alexander's second in command). The Parmenion card allows you to acquire a region or tributary and then immediately play it. As you see, all of these leaders are focused on flexibly expanding your empire, letting you collect high-scoring tributaries or the regions that are so useful for managing your deck and claiming Fame cards.



The expansion of the Macedonian Empire would not have been possible without the Macedonian Army, which is represented by two cards: the Phalanx and the Companion Cavalry. You want to get the Phalanx into play early as it has a unique power, allowing you to play region cards directly from your discard pile – which works particularly well when combined with the Macedonian power card's A-side. The Companion Cavalry are an empire development, and they allow you to continue to play your Conquer cards (of which you have two copies) despite them having a barbarian icon, giving you another card that stays useful while hunting for high-scoring tributaries.



THE MINOANS

While the Carthaginians focus heavily on materials and the Qin Dynasty focus on population (both covered in earlier blog posts), the Minoans focus on the third resource type: progress. Progress is an abstraction of cultural might, influence, and inventions; a measure of how “ahead of its time” a civilisation is and the impact it has on neighbours and civilisations that followed it. The Minoans are traders and architects, and their deck reflects this. They take their name from their mythical king Minos, who features as their accession card – the card that triggers your change of state to empire. When you play King Minos you can immediately develop, getting a head start on customising your nation further, and get one much-needed progress to assist you. This is because the majority of the Minoan developments require you to spend progress, along with the other resources of materials and population, but we are getting ahead of ourselves.

A key early game card is Pottery. Every solstice, you’ll need to decide whether to spend two materials to place a progress on the card, or to abandon (discard) the card and claim all the progress placed there. Moreover, Pottery has a barbarian icon, meaning you can no longer play it once you become an empire – but it can still accumulate progress! How to secure the resources to power your Pottery, and when to claim the progress it’s generated, are going to be important decisions to consider when playing the Minoans.

Knossos is another key card, that you will gain before becoming an empire. As a metropolis, this is a significant improvement over the standard cities that many nations possess; during the solstice phase you can use Knossos to gain some resources at no cost or draw a card. Drawing more cards increases the options you have and also means you can afford to hold cards for a turn or two waiting for the right conditions; such as collecting unrest to then return them all in one go by taking a revolt turn.



Once an empire, the Minoans have seven developments for you to consider when designing your strategy for victory. You are probably going to want to prioritise gaining Architecture, as this card then gives you a one progress discount on other developments. After that you could develop Frescos to generate more progress, or follow the legend and build the Labyrinth. However, if you do that you will want a steady supply of population to send into it; the Minotaur is demanding, after all!

If you have managed to acquire additional cities, you could utilise your Minoan Traders as another source of progress. Whichever route you pick you should always keep an eye on the market and acquire a card that others have loaded with those valuable progress tokens, even if it ends up garrisoned or moved, forgotten, into your History unused.



THE OLMECS

We generally recommend players look through the cards of a civilisation before playing, and this is vital to understand and play the Olmecs with any degree of success – they are very different from the other civilisations featured in the game. This is deliberate; we wanted the Olmecs to feel totally distinct to reinforce their uniqueness.

The first thing to note is the Olmec power card gives no end-game victory points – apart from the Utopians (another complex and unique deck), all the other civilisations give victory points for at least one side of their power card, and players can use these victory points as a suggested direction when playing that nation.

Secondly, you will notice the large number of Stone Mask cards. Understanding how these cards are used and their interactions with the other Olmec cards is the key to success playing this civilisation. You might think, given their card effect, that the main use of the Stone Masks are to search your draw deck for cards and then to put them into your history to score end game points. While that is true to some extent, you should be using the masks for far more than that!

The Olmec deck does not have the usual utility cards (Prosperity, Conquer, and Advance) most decks feature. Instead it has Ball Games, Loadstone Compass, and Calendar as pin cards that will go into your tableau when played. You power these cards with Stone Masks to get the same effect as the missing utility cards would provide in another deck. These pin cards all work in the same way; spend one of your actions, discard mask cards from your hand, and gain the effect. This allows you greater flexibility: with more pinned utilities in play, you can decide which one to use your stone masks on. At the same time, it provides greater challenges: when is it worth “wasting” an action playing the utility? What do you do if you’ve expanded your deck and you’re not able to reliably draw your masks? When should you start putting the masks into your history?



The Olmec deck also does not have a Glory card, so gaining fame as the Olmecs is quite a challenge. You'll need to use your Ritual Sacrifice, but as that is a development card, you first need to become an empire. On top of that, you also need to develop Step Pyramids and get that card into play. While your opponents will try to exploit this weakness, take heart that you have access to much more stable and flexible tableau, once you've build it.

We rate the Olmecs as one of the more challenging civilisations to play (difficulty rating 4 out of 5) and you are likely to need a few plays to explore the different strategies you can follow as the Olmecs and to master them and maximise efficient mask use. You have a number of cards that can be used in different ways or in combination with other cards. As an example, Olmec Hieroglyphics allows you to get an additional use out of an exhaust ability or return a card from your discard pile to use it again. Another example is the accession card San Lorenzo Tenochtitlan, this is a unique metropolis for the Olmecs which you can slow down your deck cycling to retrieve a mask or gain some resources.

Once you master tableau building, hand management, and how to efficiently use your masks, you'll find the Olmecs a gratifying civilisation to play.



THE SCYTHIANS

When playing the Scythians, the first thing to note is that your nation is nomadic – this is represented with your Tents card, which gains you population when you play region cards, and your two Nomads cards, which gain you materials. These cards replace the usual Prosperity card most nations have. To represent the Scythian prowess in war, your Raiders card steal population from opposing empires and your Mounted Archers protect you from their attacks in return. This duality of raiding and defending is the defining feature of the Scythian deck. Unlike Celts, their attacks aren't focused on unrest, but instead on maintaining their fairly flexible resource needs from the pockets of their opponents.



Another feature of the Scythians is card draw: you have a variety of ways to draw additional cards to adapt your play to the current situation. Chief among these is your Tamaga, which were the brand marks the Scythians used to identify possessions – a must for nomadic societies with livestock.

As you don't gain access to your Glory card until you become an empire, you won't be able to pursue Fame early in the game. This means that a strategy of expansion will lead to a wealth of materials, which will score you points through your power card, but consider investing in developing valuable jewellery. Developing Kurgans (burial mounds) will allow you to put cards into your history and boost your hand size will help your deck speed and further build on your choices each turn.

While we feel the Scythians are a fairly straightforward civilisation to play (difficulty rating 2 out of 5), their nomadic tendencies mean you need a slightly different approach than you might take with the more settled civilisations in *Imperium: Classics*.



THE ATLANTEANS

To account for the fact that they are a people of legend from the mythical “Dawn of Time”, the Atlanteans differ from all other civilisations in *Imperium* in two significant ways. First, they have no history pile, but instead have a sunken pile – their entire civilisation is at risk being flooded! While the sunken pile functions much like another civilisation’s history pile, cards that the Atlantean player would place into their history are instead simply discarded. This means that powerful cards that can usually only be played once per game before being consigned to history, such as the Acclaimed fame card, can be used multiple times to great effect.

Secondly, the ancient Atlanteans start as an empire. This gives you a lot of control over your strategy, as you choose which cards you develop (and when), rather than having to rely on the random order of your nation deck. However, that means that every deck cycle, you will need to find the materials, population, and progress needed to develop the cards you want, or miss out on the opportunity to add these valuable cards to your deck.

The other important advantage of starting as an empire is you can use the powerful cultured cards that appear in the market from the very start of the game. Beware, however, that some nations get a bonus to their attacks on empires. This is especially true if you combine your *Legends* game with *Imperium: Classics*, where some of the more aggressive civilisations lay in wait, such as the Celts with their *Cattle Raid*, covered in an earlier blog post.

Before playing Atlantis, we recommend (even more than usual) that you look through your deck. You will notice sinking is a major aspect of these cards. You have three Flood cards, which serve as your main way of acquiring key cards from the market, but if you use them to sink too many of your starting regions, your Prosperity card won’t be able produce the resources you need in the early game. Another way of gaining market cards is to sink your *Atlantean Fleet*, but you may find it more useful to use it to attack, and instead sink other cards to keep your deck optimised for rapid cycling.



The other utility card you are missing is Glory, which most civilisations rely on to earn fame. As the Atlanteans, you’ll instead need to develop your Myths and Legends, which will let you earn fame at the cost of sinking a region in play. As you can see, between Floods and Myths and Legends, you’ll definitely need more regions! Fortunately, regions, such as *Themiscyra*, are available to develop should the market run dry of, well, dry land.

All your development cards are useful, so it's probably a good idea to have a priority list and work to have sufficient resources to develop them in the order you want. If you adopt this approach, a strong early option is *Vast Wealth*, as it provides a discount on your future developments – but only if you are sure you'll have enough to keep going for a “longer burn” rather than a quick splash before you disappear beneath the waves.

Atlantis' tools are incredibly powerful, but to soar above your opponents and claim victory, you'll need to look beyond your own developments to the rest of the world.



THE ARTHURIANS

When playing this deck, the first thing to realise is that you never become an Empire. Instead, your development cards are replaced with Quest cards and you have an additional card, King Arthur's Court, that you place below your power card during setup. You use the solstice effect on the Court card to make one of your impending quest cards your active quest.

However, choosing an active quest is only the start. To successfully gain the quest you will need knights. In addition, there is a choice to make. Will you take the seductive swift approach and utilise Morigena, or the more patient approach of Myrddin Wylit?

If you decide to utilise Morigena then you will likely be garrisoning Myrddin Wilt, spreading unrest to all players, and accelerating through your nation deck. This strategy is fast but fraught with danger, as, unlike other civilisations in Imperium, you do not want to cycle through your nation deck too quickly. If you get through all your nation cards you will reach your nadir card, Gwaith Camlan (Battle of Camlann). This card comes into play immediately once you draw it and represents the final battle of King Arthur. At this point you are going to start collecting considerable unrest or be forced to put your valuable knights into your history pile, representing the losses you are taking in the battle.

You may decide to take the slower but safer path and use the wisdom of Myrddin Wylit, but he requires you garrison three knights (representing them searching the land) to claim the active quest. Whichever route you choose you can get access to your 'development cards' (the quests) even though you are a Barbarian State.



Your knights are an important and unique part of your deck. Knights such as Bedwyr and Cai represent the great warriors from the Welsh stories. Most of your knights share a special ability. If you play them for their game effect you can garrison them in an already played region and trigger that region's effect again, even if that region already has a garrison. Of course, you can also garrison them from your hand, like any other card, when you play a region.



Before playing the Arthurians we recommend you look carefully through your deck to understand the differences from the other civilisation decks in Imperium. There are no unrest cards in your starting deck, nor in your nation deck, but to ensure there are enough unrest cards in the shared deck, you will add some extra at the start of the game.

You do not have the usual utility cards like Conquer, Prosperity, Advance, and Glory. Instead, the abilities of those cards are implemented a little differently. For example, if you want to gain Fame then you will first need to quest for Taliesin the Bard. Then you can play the bard to move one of your knights into your history pile to gain a Fame card. Of course, doing that reduces your available knights for questing, and also weakens you when Gwaith Camlan eventually comes into play.

If you want to acquire market cards then other cards will be needed. King Arthur can use your knights to acquire regions and tributaries. Queen Guennuvar can use King Arthur to acquire civilised and uncivilised cards, and she also allows you to play empire cards even though you are always a Barbarian State. Your final quest will be for the Graal and playing that will trigger the end of the game.

