

## The Colossus of Atlantis – Strategos Briefing

You are the best General your House has. Your team will look to you for advice on combat, so you should make sure you understand the combat rules in the main rule book. You have the following special abilities:

- you are a member of the Council of War
- you can buy Strategos Upgrade cards (which you can then trade to other players)
- you are eligible to be elected to the office of *Polemarch* of the Council of War.

### Your Goals

In no particular order, your goals are to:

- be seen as an honourable person – never display signs of cowardice
- win glory in battle and kudos for your House
- assist other members of your House
- to gain great wealth
- be appointed as *Polemarch* (President of the Council of War) more than anyone else
- to lead the combined armies of Atlantis to victory over the rival empires.

### What is a Megagame?

A Megagame is a combination of strategy boardgame and live action roleplaying, where the players compete in teams against other groups of players. Success in the Megagame requires imagination, dedication, and the ability to make decisions while under pressure. Megagames embrace emergent play, allowing players scope for creativity and changing the rules of the game in play. The main levers you have for changing elements of the game are through making oaths with other players, and by making constitutional changes through the Councils that change the rules of play. The Upgrade and Wonder cards you acquire will also influence gameplay for your city and its armies.

### Initial Resources

You start the game with 20 Talents, three Orichalcum tokens, one Vril token, and one of each of the Hoplite, Trireme, Colossi and Hero tokens.

### The Map Game

The surest path to wealth and glory is to bravely contest with the other nobles of Atlantis for control of territory in the colonial regions of the map. A riskier path is to raid the colonies of the rival empires – if their hatred of you is great, then they may attack your home city. The most risky option of all is to challenge another player and attack their home city. Staying at home behind your city walls is a safe option, but not one that will lead to doing well in the game.

In the map phase you will get the chance to:

- build new units in your home city
- move units from your home city to map regions
- fight battles
- collect rewards for winning battles.

You will choose your map table during the team planning at the start of the game.

### House meeting

The House meeting is an opportunity to share information and resources with your team members, develop plans for the future, and set goals for the team to work towards.

## The Council of War

After the House meeting in the Diplomacy Phase, you should attend the Council of War. Skipping the meeting is dishonourable behaviour. The Council of War gives advice to the *Polemarch* on what Atlantis should do about its foreign enemies and any rampaging monsters.

The Council first elects the *Polemarch* as its presiding officer. Starting with the *Polemarch*, each member of the Council of War gets to choose one of the available Council options. All Councils have some options in common, and a set of options which is unique to that Council. Half-way through the game, additional unique options are added, and in the last turn of the game a final set of “madness” options are added. With support from the other Strategos and cooperation with the Council of Law, you can also change the game rules relating to conflict through the Council.

Common rewards from Council of War options include Arête cards, DOOM tokens, and Atlantean units that expand the pool of units a player can build. If you acquire Atlantean units you can trade them with other players. In the last turn if you have been *Polemarch*, then you are eligible to be elected as *Emperor of Atlantis*. If you become Emperor, your team gains 1,000 bonus Kudos.