

The Colossus of Atlantis – Wandering Hero Briefing

You are independent of any House, perhaps an exile, or a barbarian outsider, but with the potential to be a new Odysseus or Achilles. You are not bound by the Atlantean conventions of honour, unless you choose to be. You control a camp that is home to your warband rather than a great city – but for ease of gameplay you use the same city template as the other players.

Wandering Heroes have unique rules. See the reverse side of this page.

Your Goals

In no particular order, your goals are to:

- win glory in battle – defeat as many monsters and other players as possible
- to gain great wealth
- join a House and ascend to power within Atlantis.

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 you.

Initial Resources

You start the game with 20 Talents, three Orichalcum tokens, one Vrill 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.

Joining a House

After the halfway mark in the game, you can join a House through the *Recognition* or *Discord* events being chosen in the Council of Law. When you join a House, you must choose one of the other player roles to play for the rest of the game. The special Wandering Hero rules no longer apply to you.

Rules Unique to Wandering Heroes

1. Wandering Heroes that raid regions controlled by rival Empires do not cause an increase hatred levels.
2. You do not acquire dishonour stars by running away from battles.
3. In the Eris Phase – you can choose to ally with another player (with their consent) if there is more than one enemy in a Colony region. If either of you win the battle, you both win and you gain first choice of the spoils.
4. In the House Phase, you can claim the right of hospitality and join one House meeting and its discussions.
5. In the Council Phase, you can join in one Council meeting. You can vote, be appointed Council President, choose a Council option, and buy that Council's Upgrade cards.
6. In Council meetings, you can play Kudos cards as if they were Arête cards.
7. During the Free Time Phase, you can relocate your Warband to a different table.