

## Aristocrat Faction Brief

*And do you consider truth to be akin to proportion or to disproportion?*

*To proportion.*

*Then, besides other qualities, we must try to find a naturally well-proportioned and gracious mind, which will move spontaneously toward the true being of everything.*

*Certainly.*

*Well, and do not all these qualities, which we have been enumerating, go together, and are they not, in a manner, necessary to a soul, which is to have a full and perfect participation of being?*

*They are absolutely necessary, he replied.*

*And must not that be a blameless study which he only can pursue who has the gift of a good memory, and is quick to learn--noble, gracious, the friend of truth, justice, courage, temperance, who are his kindred?*

*The god of jealousy himself, he said, could find no fault with such a study.*

*And to men like him, I said, when perfected by years and education, and to these only you will intrust the State.*

Plato, *The Republic*

## Important things to know about your faction

The Aristocrats claim descent from the Gods and are all related to the House of Atlas. The ideal Aristocracy has a blend of virtues that combine to make them ideal guardians of the laws and institutions of state: lovers of knowledge, truth, honour, justice, courage and temperance. Aristocracy is rule by the wise; sagely aristocrats who know all the forms of government. It is not the rule of posh monied oligarchs who fancy themselves aristocracy or the anarchic mob of democracy.

You start the game with a balanced force of four Hoplite and four Trireme units. Your units are coloured white, like your faction symbol.

## Aristocrat faction leadership

Whichever member of the Aristocrat faction has made the greatest contribution to faction Arête should be considered your leader, and everyone else in the faction should be appropriately deferential to them. Leader status may be important for some special action cards and in-game decisions.

## What you know about the other factions

The *Amazons* are fierce warriors and subversive to social customs and the ancient traditions. The *Oligarchs* are focused on getting rich from the Atlantean empire and are corrupt. *Monarchists* are conservative but their power is waning, even though they are your natural allies. The *Democrats* have the strongest navy and are your bitter rivals. The *Medes* are untrustworthy foreigners whose presence corrupts Atlantis. The *Stratocrats* are the most fearsome hoplites and tend to favour the old traditions. The *Tyrant* faction is increasing in power and needs to be prevented from gaining control of Atlantis.



## Unique Aristocrat goals

**A just society requires a constitution.** Ensure that Atlantis gains a complete Constitution with ten articles at the first Assembly meeting. If a full Constitution is adopted at the first Assembly, the Archon of the Aristocrat faction gets to reset the Doom score of one faction or the Atlantis Doom score to zero. This can only be done once during the game.

Thereafter the Aristocrats should **ensure that the Constitution and laws of Atlantis are respected**, and that Stasis (civil strife) does not break out in the streets of Atlantis. In each Diplomacy Round after Act I, if there has not been an outbreak of Stasis, the Aristocrat choosing the Doom bid for this turn can force one other faction to bid zero for Doom. You cannot, however, do this to the same faction in two consecutive rounds. The choice must be made before you know what other faction bids are.

## Special Faction Powers

**Noble Insight Tie-breaker:** The Aristocrat faction wins all Stratagem ties in battles.

**Wealth is the root of corruption:** if the Aristocrat faction has the lowest Talent income among all factions, the Aristocrat faction gains +1 Arête each Diplomacy Round. This Arête bonus is gained before checks are made to change Arête.

## Special restrictions

Honour is important: you should refuse bribes offered to you and avoid using bribes to win support from others. You should also take care to avoid saying falsehoods and to be being deceived by falsehoods.

If any member of the Control team finds you lying to or bribing other players, they may impose an Arête penalty on the Aristocrat faction.

## Aristocrat Doom Bids

Your first Doom Bid is chosen by your faction Archon. The Archon then chooses a different member of the faction to choose the Doom bid in the next Diplomacy Round. Repeat this process until all faction members have made one Doom bid, then start the process over again with the faction Archon. The player choosing the Doom bid does not have to consult other faction members, and is free to choose any bid they like (up to the normal maximum for Doom bids). Other factions decide their Doom bids in different ways to you. Your way is best. Making the Gods angry is a terrible thing.

## The Curse of Exile

If exiled from Atlantis, the leader of the Aristocrat faction can curse one other faction. The cursed faction gains Doom points equal to its Arête score each Diplomacy round. You can only use this curse power once in the entire game. Using this curse costs one Tyche token.

## Advice

You should try and be a moderate influence between other factions and broker compromises that prevent any faction from gaining too much power in Atlantis.