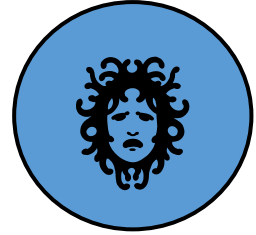


Democrat Faction Brief



"... Our form of does not imitate the laws of neighbouring states. On the contrary, we are rather a model to others. Our form of government is called a democracy because its administration is in the hands, not of a few, but of the whole people. In the settling of private disputes, everyone is equal before the law. Election to public office is made on the basis of ability, not on the basis of membership to a particular class. No man is kept out of public office by the obscurity of his social standing because of his poverty, as long as he wishes to be of service to the state. And not only in our public life are we free and open, but a sense of freedom regulates our day-to-day life with each other. We do not flare up in anger at our neighbour if he does what he likes. And we do not show the kind of silent disapproval that causes pain in others, even though it is not a direct accusation. In our private affairs, then, we are tolerant and avoid giving offense. But in public affairs, we take great care not to break law because of the deep respect we have for them. We give obedience to the men who hold public office from year to year. And we pay special regard to those laws that are for the protection of the oppressed and to all the unwritten laws that we know bring disgrace upon the transgressor when they are broken.

Let me add another point. We have had the good sense to provide for our spirits more opportunities for relaxation from hard work than other people. Throughout the year, there are dramatic and athletic contests and religious festivals. In our homes we find beauty and good taste, and the delight we find every day in and this drives away our cares. And because of the greatness of our city, all kinds of imports flow in to us from all over the world. It is just as natural for us to enjoy the good products of other nations as it is to enjoy the things that we produce ourselves.

The way we live differs in another respect from that of our enemies. Our city is open to all the world. We have never had any aliens' laws to exclude anyone from finding our or seeking anything here, nor any secrets of the city that an enemy might find out about and use to his advantage. For our security, we rely not on defensive arrangements or secrecy but on the courage that springs from our souls, when we are called into action."

Pericles, the funeral oration, in Thucydides *Peloponnesian War*

Important things to know about your faction

You are the voice of democracy, supporting the right to vote, for the selection of office holders by voting or lottery, upholding the rule of law, and preventing the government from being dominated by a few people. You are relatively poor at the start of the game compared to the other factions. Your naval strength, however, should allow you to dominate trade in Act II and Act III. You favour high taxes, in order to pay for redistributive social policies in Atlantis. You start the game with the strongest navy (six Triremes), but the weakest army (two Hoplites). Your units are coloured blue, like your faction symbol.

Democrat Faction Leadership

Your faction leader is whoever has given the best speech recently. If in doubt you should vote on who your leader is. While you should respect your leader, you are always free to voice your disagreement with them, and to call for a vote on all important decisions. 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 potential allies to oust ancient superstitions about how Atlantis can only be ruled by Kings. The *Oligarchs* are focused on getting rich from the Atlantean empire and are corrupt. They will oppose your views on the redistribution of wealth. *Monarchists* are conservative but their power is waning, but you still need to overthrow them so government can be made more progressive. The *Aristocrats* are your bitter rivals over questions of sovereignty, supremacy and citizenship. The *Medes* are hard workers who should be allowed to be citizens in Atlantis. The *Stratocrats* are the most fearsome hoplites and tend to favour the old traditions. Only mass participation in government can prevent them from staging a military coup. The *Tyrant* faction is increasing in power and needs to be prevented from gaining control of Atlantis, because too many of the poor are willing to listen to their base populist demands!

Unique Democrat goals

You want to redistribute wealth to the poor, and make Atlantis a nicer place to live for its ordinary citizens.

Progressive Policies: gain +1 on all Arête change checks for each other faction that the Democrats have greater real income level than (i.e. after tax is deducted).

A City worth living in: each time your faction builds a Megaproject, you can increase or reduce the Doom score of one other faction by a number equal to the resources you spent on the Megaproject.

Special Faction Powers

Naval Supremacy Tie-breaker: The Democrat faction wins all Trireme ties in battles.

Workers of the world unite: Gain bonus workers equal to the Atlantis tax rate at the start of Act II and Act III. At the start of any outbreak of Stasis in Atlantis, gain 1d6 extra Mob units.

Special Restrictions

None.

Democrat Doom Bids

The Archon proposes a Doom bid, then after debate, all members of the Democrat faction vote to accept or reject that bid. If not accepted, repeat Doom bid from the previous Diplomacy Round (or enter a bid of zero if in the first Diplomacy Round). 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 Democrat team can curse all of the other factions. In the Diplomacy Round, the Democrats can steal one worker from one faction of their choice. This permanently converts control of that worker unit. Each use of this curse costs one Tyche token. The choice about which faction to curse is made as if it was a Doom bid.

Advice

Convince other factions that the rich should pay higher taxes than the poor. Make sure that you always have the strongest fleet in the game. Ensure your Engineer always has the resources they need to build more Triremes and Megaprojects. You should dissuade other factions from experimenting with new naval tactics, or at least make sure that you are keeping up with new naval technology.