

## Mede Faction Brief

*Where and which part of land shall I go to succeed? They keep me away from the family and the tribe. The community that I wish to join does not gratify me, nor do the deceitful tyrants of the lands. How shall I gratify you, O Mazda Ahura?*



Gathas 46.1, the liturgy of Zoroaster.

Mede is a generic Ancient Greek term for foreigners, not just the actual Medes. Your faction represents traders from all over the Ancient Mediterranean, but the most powerful and cohesive group are the traders from Persia.

### Important things to know about your faction

The Medes believe in peace and trade with the other powers of the world, and have adopted some of the customs and traditions of foreign lands. You have residency and working rights in Atlantis, but are not citizens and sometimes encounter hostile prejudice. It would be nice if you could enjoy the benefits of citizenship, but as long as you can get rich in Atlantis, it all works out in the end.

Any time you are not enjoying a conversation with an Atlantean, you should pretend to forget their language, and just start babbling the one syllable “Bar” at them over and over again. Point and gesticulate, speak “Bar” more loudly and more slowly until it penetrates their thick Atlantean skull not to be so rude to you next time.

You start the game with a strong navy (five Triremes), but a weak army (three Hoplites). Your units are coloured yellow, like your faction symbol.

### Mede faction leadership

You should carefully consider who your team leader should be. Your Archon is a good choice. Once made, however, you must retain that leader for the rest of the game. So choose wisely. 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 have a bad habit of challenging men to duels and winning. As non-citizens, they might be interested in working with you. The *Monarchists* are conservative and strongly oppose your humble and innocent mercantile endeavours and desire for improved residency rights in Atlantis. The *Oligarchs* are focused on getting rich from the Atlantean empire and should be open to bribes. The *Aristocrats* are bitter rivals with the *Democrats*, and they do not like you much either. All of the native Atlantean factions are untrustworthy scum, except perhaps the Amazons. The *Stratocrats* are terrifying in battle, a mere 300 of their hoplites can easily defeat 10,000 Medes. The *Tyrant* faction is increasing in power and could be a valuable ally.

### Unique Mede Goals

Make profits from trade and politics.

**Free Trade:** If you swap Trade Goals with another faction, and both you and that faction successfully complete those two Trade Goals, then you both get bonus Talents equal to the Act number. You can complete a number of free trade deals each Action Round equal to the Act number. You should oppose the establishment of trade monopolies, as it will make free trade harder to complete.

**Alliance Diplomacy:** Have a current oath bound deal or sacred league with every other faction in the game. Gain +1 Arête when you achieve this goal. You can gain this bonus once per Act.

## Special Faction Powers

**Midas Touch Tie-breaker:** The Mede faction wins all Bribe ties in battles.

**Immortals and Mercenaries:** At the end of each Action Round, you resurrect an extra dead Hoplite or Trireme unit compared to other factions (i.e. two units in Act I, three units in Act II and four units in Act III).

**Magi:** Your Priest gets one free Curse action each Diplomacy Round. This Curse does not require a Tyche token to initiate. This is in addition to any Curse actions acquired during the Action Round.

## Special Restrictions

When you swear oaths, you must insist on the oath referring to the “sacred flame” rather than one of the Olympian Gods. Feel free to add other foreign Gods into the oath, Dagon, Molech or Cthulhu are good choices.

If you or a free trade partner trade away the swapped Trade Goal cards to other factions, then your special free trade deal fails (even if you negotiate to get the original cards back again).

## Mede Doom Bids

The faction leader proposes a Doom bid. The minimum Doom bid is the previous Doom bid plus one. In the first Diplomacy Round your minimum Doom bid is one. All members of the faction vote to accept or reject the Doom Bid. If accepted, use that Doom bid. If rejected, use the minimum Doom bid.

Other factions decide their Doom bids in different ways to you. Your way is best. Making the Gods angry is a terrible thing, but if Atlantis sinks, you can always sail home.

## The Curse of Exile

If exiled from Atlantis, the Mede team can curse all of the other factions. In the Diplomacy Round, the Mede faction can reduce the number of trade Goal cards that a faction receives to one. 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. You can only use this curse power once in each Diplomacy Round.

## Advice

Make people afraid of your magic, make people want your gold. Yes, act like a barbarian when you need to, but remember the goal is to become a rich barbarian. You don't care if Atlantis sinks, and the treat of exile is not a powerful punishment for you, so feel free to make moderate Doom bids, but not so much that everyone starts to hate you more than they already do.