

Oligarch Faction Brief



As the love of money and wealth grows, the constitution will change so that ruling is based entirely on wealth. Whoever has wealth and property above a certain amount will be allowed to take part in ruling, and whoever has less than this will have no say in government. This city has five faults according to Socrates. First, it is ruled by people who are not fit to rule. Second, it is not one city but two: one city of rich people and one of poor. These two factions do not make up a single city because they are always plotting against one another, and do not have common aims. Third, this city cannot fight a war because in order to fight, the rulers would have to arm the people, but they are even more afraid of the people—who hate them—than of outsiders. Fourth, it has no principle of specialization. The rulers also have peripheral money-making occupations. This city is the first to allow the greatest evil: people who live in the city without belonging to any class or having any role; people who are not producers, warriors, or rulers. This group includes beggars and criminals. Socrates calls these people “drones” and divides them into two sorts: harmless and dangerous, or “stinging.”

The corresponding man is a thrifty money-maker. He is a timocrat’s son, and at first emulates him. But then some disgraceful and unfair mishap befalls his father. The son, traumatized and impoverished, turns greedily toward making money and slowly amasses property again. His reason and spirit become slaves to appetite, as his only drive becomes the desire to make more money. Reason can only reason about how to make more money, while spirit only values wealth and has as its sole ambition more wealth. This man has evil inclinations but these are held in check because he is careful about his wealth; he does not want to engage in activity that would threaten him with the loss of what he has managed to build up from scratch.

Plato, *The Republic*, Book VIII.

Important things to know about your faction

Oligarchy is government by the few, especially by the wealthiest. Your faction’s preferred constitution articles tend to restrict voting and office holding privileges to the wealthy. It is important that your faction be the wealthiest in the game, and you should feel comfortable to flaunt this and insult the “drones” who are freeloading off your faction’s noble endeavours.

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

Oligarch faction leadership

Whichever member of the Oligarch faction has the most Talents is your true 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 *Monarchists* are conservative but their power is waning. The *Aristocrats* are bitter rivals with the *Democrats*, but the Democrats have a strong navy. The *Medes* are untrustworthy foreigners and often your bitterest rivals in trade deals. The *Stratocrats* have a terrifying hoplite army and they do not take bribes. The *Tyrant* faction is increasing in power and could be a valuable ally.

Unique Oligarch goals

Your faction's unique goals are to **amass property and wealth**. This means dominating the new colonies and the trade between the colonies and Atlantis.

In each Diplomacy Round, if your team has more Talents on hand than your current talent Income level, then your herald gets a bonus Trade Goal card.

In each Diplomacy Round, for each region where you control all of the colonies, your Herald gets a bonus Trade Goal card.

Special Oligarch Faction Powers

Corrupt Tie-breaker: The Oligarch Faction wins all Loyalty ties in battles. Oligarchs have cousins everywhere, and can often someone willing to betray their faction for a few coins.

Oligarchs are wealthy: Your faction starts with the highest Talent income. At the start of Act II your faction income automatically increases by two talents, and at the start of Act III it increases by three talents.

Special Restrictions

None.

Oligarch Doom Bids

The Oligarch faction decides Doom bids by consensus. All members of the faction must consent to the doom bid, otherwise the Doom bid is equal to your faction income level.

For example. All five Oligarchs agree their Doom bid should be 13. Your Doom bid is 13. If, however, four Oligarchs agreed the Doom bid should be 13, and one said it should be 23, then you do not have consensus and your Doom bid is equal to your current Talent Income level (which in the first Diplomacy Round would be 11).

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 Oligarch faction can curse one other faction. That faction has its income score reduced by one each Diplomacy Round. You can only use this curse power once in the entire game. Using this curse costs one Tyche token. The choice about which faction to curse is made as if it was a Doom bid.

Advice

It takes gold to make gold. Do not be ashamed to take or offer bribes. Your wealth will make other factions envious of your exalted position, so make sure you spread enough honey around to ensure another faction gets exiled instead of you.