

Tyrant Faction Brief

And do you see, I said, men passing along the wall carrying all sorts of vessels, and statues and figures of animals made of wood and stone and various materials, which appear over the wall? Some of them are talking, others silent.



You have shown me a strange image, and they are strange prisoners.

Like ourselves, I replied; and they see only their own shadows, or the shadows of one another, which the fire throws on the opposite wall of the cave?

True, he said; how could they see anything but the shadows if they were never allowed to move their heads?

And of the objects which are being carried in like manner they would only see the shadows?

Yes, he said.

And if they were able to converse with one another, would they not suppose that they were naming what was actually before them?

Very true.

And suppose further that the prison had an echo which came from the other side, would they not be sure to fancy when one of the passers-by spoke that the voice which they heard came from the passing shadow?

No question, he replied.

To them, I said, the truth would be literally nothing but the shadows of the images.

Plato, *The Republic*, allegory of the cave.

Important things to know about your faction

Truth means nothing to you. You can see that the notions of tradition, freedom, justice, courage, and wisdom that matter to other factions are but flickering shadows on a cave wall. The true reality is that only power matters.

The Tyrant faction is dedicated to seizing power in Atlantis by any means possible, in order to Make Atlantis Great Again. Your leaders and heroes tend to be just a bit more ruthless and treacherous than everyone else in Atlantis, and this gives you an edge in some situations.

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

Tyrant Faction Leadership

The Archon is your leader. The Archon is always your leader. Unless they get assassinated (or die of natural causes), in which case you can argue about who is leader next.

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 descended from the House of Atlas. The *Oligarchs* are focused on getting rich from the Atlantean empire and are corrupt. *Monarchists* are weak and their age is coming to an

end, you need to overthrow them so government can be made strong again. The *Aristocrats* are fools to think honour is strength, but perhaps you can bind them to your side with cleverly worded oaths. The *Medes* are hard workers who should be exploited to enable a life of luxury for the citizens of Atlantis. The *Stratocrats* are the most fearsome hoplites and tend to favour the old traditions. Their support will be essential in making Atlantis great again. The *Democrat* 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 unjust demands!

Unique Tyrant goals

Get power so you can use power.

Power Corrupts, Absolute Power Corrupts Absolutely: Your faction may be awarded Arête tokens for immoral behaviour, such as telling lies, breaking deals, abuse of public office, etc.

The New Draconians: from the start of Act II, every time the Tyrant faction manages to pass a new law or change an article in the Constitution, they gain +1 Arête level.

Special Faction Powers

Strong Leaders Tie-breaker: The Tyrants win all Leader ties in battles, and any tie for a Priest or Engineer action where you have used a Hero as part of the action.

Law & Order Populists: When Stasis (civil strife) occurs in Atlantis, the Tyrant Archon gains bonus Stasis cards equal to the Act number, and a bonus on their next faction check to change faction Arête equal to the number of Stasis outbreaks in the game so far.

Constitutional Flexibility: Unlike the other factions, the Tyrant faction is happy with a wide number of options for the Constitution, granting you great flexibility in negotiating deals with the other factions.

Tyrant Doom Bids

Each Diplomacy Round, the Archon chooses the Tyrant faction Doom bid. They do not need to consult their faction.

The Curse of Exile

If exiled from Atlantis, the leader of the Tyrant faction can curse one other Atlantean faction. That faction gets only half (round up) of its Stasis card allotment in any future outbreak of Stasis. You can only use this curse power once in the entire game. Using this curse costs one Tyche token.

Advice

In Act I your vote should be for sale to the other factions during Constitution article negotiations. Unlike other factions, you benefit from Stasis, so inducing hunger in Atlantis is a good thing from your perspective. Where other factions may spend time debating morality or forming a consensus, your faction can make decisions and act quickly. Take advantage of this so that other factions are reacting to your decisions, rather than putting you on the back foot. In every Act you should identify the most hated faction in Atlantis (other than yourself), and work to ensure that they are exiled in the next Assembly.