

ELITES

A great politician isn't created by accident, but crafted with painstaking precision. In SHASN, there are 13 such politicians, called The Elites. Every Elite is a hybrid of two Ideologues, with a negation of another. Become an Elite by collecting its corresponding Ideology Cards, and add new electrifying powers to your arsenal.

- ▶ Every Elite is a hybrid of two Ideologues, with a negation of another. For instance, to become The Technocrat, a player must have at least 3 cards belonging to The Capitalist as well as 3 cards belonging to The Showstopper. However, they can have no cards belonging to The Supremo.
- ▶ Players can use an Elite's power immediately after unlocking it. If they fail to keep meeting that Elite's requirements, they will lose its power. For instance, if a Technocrat receives a single Ideology Card belonging to The Supremo, they cease to be The Technocrat.
- ▶ Players can be multiple Elites at a time, if their combination of Ideology Cards allows it. Doing so will allow them to use multiple Elite powers in their turn.
- ▶ All other standard SHASN rules apply.

