



1848: THE SPRINGTIME OF NATIONS

Rulebook

TABLE OF CONTENTS

1.0 Introduction.....	2	8.0 Revolutions and Insurrections.....	12
2.0 Components	2	9.0 Scoring	14
3.0 Game Setup	7	10.0 Victory.....	14
4.0 Game Sequence.....	8	11.0 Optional Rules.....	15
5.0 Card Play.....	9	12.0 Learning Scenario	15
6.0 Operations	9	13.0 Example of Play	16
7.0 Events.....	12	Index	20

1.0 INTRODUCTION

Thirty-three years after the Congress of Vienna, Continental Europe still lives under the reactionary system devised by Austrian foreign minister Klemens von Metternich. Absolutist monarchy is the norm, and the empires of the Holy Alliance (Russia, Prussia, and Austria) enforce a ruthless repression of nationalist, democratic, and socialist ideas.

Amidst the economic crisis of the 1840s comes the conflagration of 1848, the “Springtime of the People” that shakes the old system to the core in a whirlwind of new ideas, insurrections, and popular wars all across Europe.

1848 is a two-player game that takes place during the 1848 revolutions. The Revolutionary (R) player controls various insurgent and progressive movements and organizations that try to usher in a new order. The Counter-Revolutionary (CR) player leads the forces of reaction, aiming to preserve the status quo.

The two players will fight over the empires and nations of Europe, seeking to extend their influence and suppress their adversary using political and military forces while navigating historical events.

2.0 COMPONENTS

2.1 The Game Map

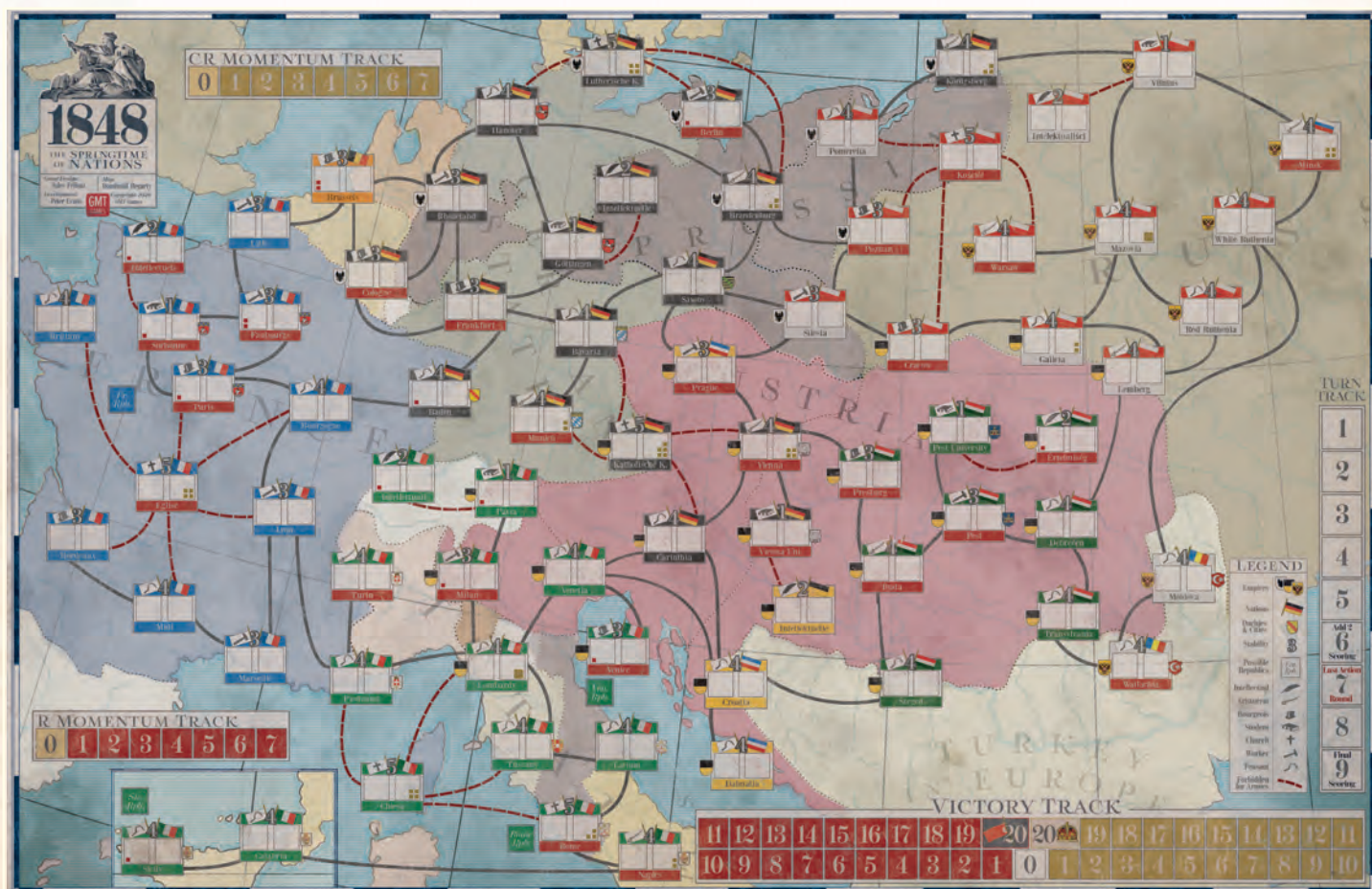
2.1.1 Spaces

The Map is composed of spaces representing cities, regions, and more abstract “locations” across Europe, such as Intellectual groups and Church communities. Spaces can contain Influence from both players. Intellectual and Church spaces are Ideological spaces, which cannot contain Armies or Republics. All other types are Geographical spaces, which can contain Armies and Republics.

The only exception to this rule is Rome, which is both Geographical and Ideological: a Church space that can contain Armies and/or the Roman Republic (since the Vatican is a physical location as well as the seat of the Catholic Church).

2.1.2 Lines

Spaces are connected via lines on the map. A space is adjacent to all other spaces to which it is connected. Connections to Ideological spaces are marked by broken lines as a reminder that Armies cannot enter them.



Game Map

2.1.3 Type of space

Each space has a type that represents its socioeconomic status. An icon on the space's flag indicates its type. See the key on the board for each symbol. The types are:

- Peasant spaces (sickle)
- Worker spaces (hammer)
- Bourgeois spaces (top hat)
- Aristocratic spaces (sword)
- University/Student spaces (book)
- Intellectual spaces (quill)
- Church spaces (cross)

2.1.4 Stability Number

Each space has a Stability Number at the top, which determines how much Influence is needed to Control the space and its resistance to Agitation.

2.1.5 Battleground spaces

Battleground spaces have their names on a red background. Battleground spaces are the same as normal spaces but have special rules for Scoring.



Example of a Battleground Space

2.1.6 Control

Each space on the map is either Controlled by one of the players or Uncontrolled. A space is Controlled by a player if the player's Influence in the space exceeds their opponent's Influence in the space by at least the Stability Number of the space.

REMINDER: *Enemy Armies prevent Control of a space, but friendly Armies never grant Control (2.4.4).*

2.1.7 Countries, Nations, and Empires

A space can be part of an Empire and/or a Nation. Nations are represented by a flag above the space. Empires are represented by a crest on the left side of the space. Nations and Empires are both types of Country, and there is a Scoring Card associated with each of them.

The three Empires on the map are:

- Russia
- Prussia
- Austria

DESIGNER'S NOTE: *Prussia was of course a Kingdom, but it is considered an Empire for gameplay purposes, notably because of its sovereignty over different nationalities.*

The five Nations on the map are:

- France
- Germany
- Italy
- Poland
- Hungary

Other political entities, such as Kingdoms and Principalities, are represented by a crest on the right-hand side of the space. These can provide points of reference for specific Events but are otherwise purely aesthetic.

 Peasant  Worker  Bourgeois  Aristocrat  Student  Intellectual  Church Socioeconomic Status	 Russia  Prussia  Austria Empires	 France  Germany  Italy  Poland  Hungary Nations	 Paris  Vienna  Pest Cities	 Baden  Hanover  Papal States  Sar.-Piedmont  Two Sicilies  Bavaria  Saxony  Tuscany  Ottoman (Moldova, Wallachia) Kingdoms and Principalities
---	---	--	---	--

2.1.8 Cities

Some spaces on the map collectively represent important Cities. These are marked by a crest on the right-hand side. When a City is mentioned in a card effect, the effect includes all spaces of the City.

The three Cities on the map are:

- Paris (Paris, Faubourgs, and Sorbonne)
- Vienna (Vienna and Vienna University)
- Pest (Pest and Pest University)

2.1.9 Principalities

The only Principalities that affect gameplay are the Papal States and the Kingdom of the Two Sicilies. The Oudinot Army can only ever be in the Papal States, and the Filangieri Army can only ever be in either the Papal States or the Two Sicilies.

The Duchies, Principalities, and Kingdoms are:

- Baden (Baden)
- Bavaria (Bavaria, Munich)
- Hanover (Göttingen, Hanover)
- Ottoman (Moldova, Wallachia)
- **Papal States (Rome, Latium)**
- Sardinia-Piedmont (Piedmont, Turin)
- Saxony (Saxony)
- Tuscany (Tuscany)
- **Two Sicilies (Calabria, Naples, Sicily)**

2.1.10 Victory Track

The Victory Track shows a range of Scoring from 20 R VPs to 20 CR VPs.

Whenever a player gains or loses Victory Points, the VP marker is moved to track these changes.



2.1.11 Momentum Tracks

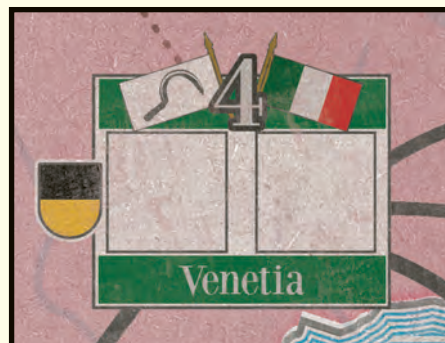
The Momentum Tracks are used to record how much Momentum (4.4) each player currently has.



Example of spaces



Paris is part of France (Nation) and Paris (City).



Venetia is in Italy (Nation), and Austria (Empire).



Prague does not belong to a Nation (the flag is merely aesthetic, and refers to Slavic nationalism), but is part of the Austrian Empire.



Brussels is neither part of a Nation, nor an Empire.

2.2 The Strategy Deck

2.2.1 There are 134 Strategy Cards in the game. Except for Scoring Cards, all Strategy Cards contain an Operations Points (Ops) value, an Event title, and an Event description. Scoring Cards contain only the name of the scored Country and must be played on the Turn in which they are drawn.

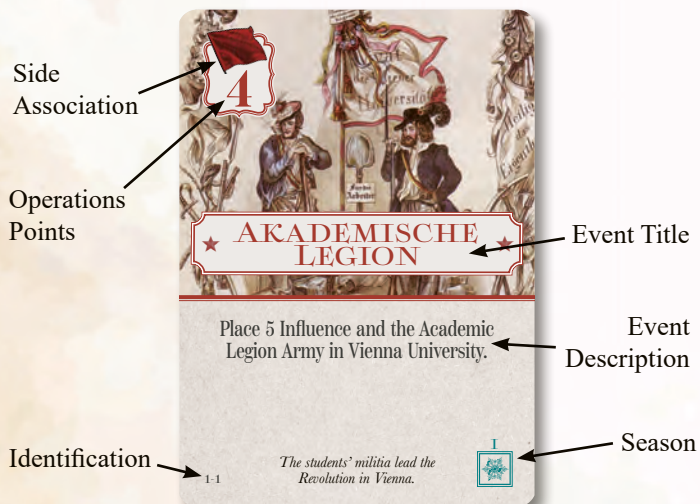
IMPORTANT: If you do not play a Scoring Card in your hand on the Turn you drew it, **you lose the game.**

2.2.2 Each Strategy Card belongs to one of seven Decks: Winter, which is shared, and Spring, Summer, and Autumn Decks for each of the two players. These are numbered in order as follows:

1. Winter
2. Spring (R)
3. Spring (CR)
4. Summer (R)
5. Summer (CR)
6. Autumn (R)
7. Autumn (CR)

Each card has a Deck/Card number in the lower-left corner for identification. Cards also have a Deck number with a seasonal symbol in the lower-right corner for ease in sorting them into Decks.

2.2.3 Except for Scoring Cards, Strategy Cards have a colored symbol in the top-left indicating which side it is associated with: a red flag (R), a golden crown (CR), or blue scales of justice (Neutral).



Revolutionary



Neutral



Counter-
Revolutionary

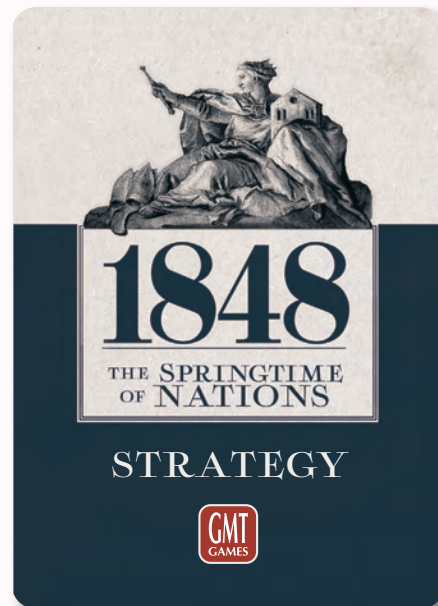
2.2.4 Non-Scoring Cards may be played in one of two ways: as Events or for Operations. Scoring Cards are always played as Events.

2.2.5 Cards with stars in the Event title are removed from the game if the Event occurs (whether played as an Event or for Ops), or if the card was played for Ops but **could have been played** for the Event by the phasing player. If the Event couldn't have been played because the prerequisites have not been met, then the card is simply Discarded as normal.

NOTE: This is unlike the games 1848 is based on (Twilight Struggle and 1989). Put another way: cards marked with a star are always removed after being played unless: they were used for the Battle of Ideas (6.4.6); or the Event's prerequisites weren't met (i.e., the Event couldn't have occurred).

2.2.6 Players may examine the Discard pile at any time.

2.2.7 Some Events have persistent effects. These Events have matching counters, which can be placed on the board as a reminder that they are active. It is recommended that you set these cards aside near the rest of the Discard pile when they are played for effect so their rules can be consulted.



2.3 The Revolution Deck

2.3.1 There are 60 Revolution cards, which are used when a Scoring Card triggers a Revolution.

2.3.2 There are three types of Revolution cards:

Suited: The main cards used in Revolutions. They are grouped in suits:

- Petition
- March
- Militia
- Barricade





Leaders: These match a type of space (e.g., Intellectual). They can be used as a suited card in any suit the player wishes, but only if the player Controls a space of the matching type in the Country where the Revolution is taking place. If the player does not Control such a space, the card cannot be played.



Events: These have specific game effects as described on them.

2.3.3 Suited and Leader Cards have a number printed on them. This value affects the determination of Initiative in the Revolutions.

2.4 Armies



2.4.1 Armies are represented on the map by Army counters. Each is associated with the player who Controls them: Armies with a golden background are CR, and those with a red background are R.

2.4.2 Each Army counter is marked with the name of the commander used to identify them and the flag of their Country (on the front), and the Country (Nation, Empire, or Principalities) they are allowed in (on the back).

IMPORTANT: Some Events can allow certain Armies to move into additional areas.

2.4.3 Armies on the map are placed on or near the spaces they occupy. Armies are always in a space on the map board; due to physical constraints, players may place Army counters near the space that they occupy. A space can contain multiple Armies but never Armies of different sides. Armies can never enter or be placed in Ideological spaces (Church and Intellectual), except for Rome.

2.4.4 Armies you Control in a space cancel your opponent's Control of that space, regardless of how much Influence they have.

IMPORTANT: Armies only block your opponent's Control of a space; they do not grant you Control.

2.4.5 Each Army can only be placed into or moved between spaces belonging to the Country marked on it (i.e., all spaces in the Nations or Empires marked on the back of the counter).

These spaces are considered Valid for this Army. If an Army would ever be forced to move into a non-Valid space by Retreat, it is destroyed instead. Remove it from the map and place it in the Armies Pool (2.4.6).

2.4.6 The Armies Pool consists of all Armies that are not on the board but available to be Deployed (2.4.7). Some Armies are placed in the Armies Pool at the start of the game, and others will be placed there after being destroyed during the game.

2.4.7 In the Momentum Phase, a player can Deploy one or more Armies from the Armies Pool by spending 2 Momentum per Army. The only other way Armies can Deploy is via Event or when adding a new deck to the game (4.5.1).

To Deploy an Army, follow this procedure:

- If the Event text mentions a space to Deploy the Army in, place it there. If there are any enemy Armies in that space, the enemy must Retreat (and if they do not have a Valid location to Retreat to, they are destroyed, per 2.4.5).
- If no space is specified, place the Army in a Valid space for that Army (within the Nations or Empires marked on the back of the counter) that you Control. If there is no such space, place it instead in any Valid Uncontrolled space with no enemy Army.
- If all Valid spaces for that Army are enemy controlled, it cannot be deployed - place it in the Armies Pool.

2.5 The Battle of Ideas Track

2.5.1 The Battle of Ideas (BOI) Track (printed on separate card-stock) has three columns, each corresponding to an Idea, and three rows. The top row is associated with the CR player; the lower row with the R; and the middle row is Neutral.

2.5.2 There are three Idea markers, which can be placed on the R, CR, or Neutral rows. When an Idea marker is in a square associated with a player, that player gains the Capability described in that square for as long as the marker is placed there.

2.5.3 When a player has the Capability associated with an Idea, place the corresponding Battle of Ideas card in front of them as a reminder (you can also use these cards, and/or the counters, to track BOI status instead of the BOI Track).

2.6 Markers

2.6.1 Influence Markers



The struggle for power across the board is tracked by Influence markers. The number on an Influence marker denotes Influence Points.

Influence markers are like cash: a player may break a large denomination into smaller denominations at any time. The number of Influence markers is not a limit. Other chips, coins, blocks, or counters can be used in the event of a marker shortage.

If a player Controls a space (2.1.6), their Influence markers are placed dark-side-up. If not, they are placed light-side-up (remember to remove Control when an enemy Army is present, 2.4.4).

2.6.2 Republic Counters



In the Aftermath of Revolutions (8.3), the R player may get to place Republic counters in the Aftermath (8.3.4). These represent the proclamation of a Republic or revolutionary government in that Space or Country.

Republic markers are placed either in an eligible space in the relevant Nation (Germany, Hungary, or Poland) or in a specific box on the board (France or one of the three Italian Republics).

German, Polish, and Hungarian Republics may only be placed in a non-Ideological space on the map in the corresponding Nation. Italian Republics can only be placed in the specific space on the board (for example, the Roman Republic in Rome).

When a Republic marker is placed into a space, that space is then considered a Republic.

The French Republic and the Social Republic marked on its reverse side affect all spaces in the Nation of France and are placed in a specific box. Once placed, the French or Social Republic can be removed only via the 'Second Empire' Event.

DESIGNER'S NOTE: *The French Second Republic is harder for the Counter-Revolutionaries to remove than others as the French have a strong republican tradition, and France is large!*

Each Republic marker has a VP value on it. This value is not scored during the Revolution: it only matters during Final Scoring, or if it is removed by a CR Army.

- Final Scoring: The R player scores the VP value of all Republics still on the board (only count them at the end of the game).
- Removal: If a CR Army enters a space with a Republic counter present, immediately remove the counter and award the CR player its VP value.

2.6.3 Other Markers

Various other markers assist play:

- The Action Round (AR) marker tracks how many actions each player has taken in the current Turn.
- The Turn marker tracks the current Turn.
- The VP marker tracks the current VPs.
- The R Momentum and CR Momentum markers track the corresponding values.
- Persistent Events have a corresponding counter that can be placed on the board to remind players an Event is active (2.2.7).
- The 'Civic Guards' Event places Civic Guards markers.



3.0 GAME SETUP

3.1 The R player places Influence in these locations (marked on the board):

- 1 in Intellectuals (French Intellectuals)
- 1 in Sorbonne
- 1 in Paris
- 2 in Faubourgs
- 2 in Brussels
- 1 in Baden
- 1 in Berlin
- 1 in Intellettuali (Italian Intellectuals)
- 1 in Pavia
- 1 in Milan
- 1 in Venice
- 1 in Sicily
- 1 in Értelmiségek (Hungarian Intellectuals)

3.2 The CR player places Influence in these locations (marked on the board):

- 4 in Église (French Church)
- 3 in Brandenburg
- 3 in Königsberg
- 2 in Munich
- 4 in Lutherische Kirche (Lutheran Church)
- 4 in Chiesa (Italian Church)
- 3 in Rome
- 2 in Naples
- 5 in Katholische Kirche (Austrian Church)
- 4 in Vienna
- 2 in Galicia
- 4 in Minsk

3.3 Place the Radetzky Army in Lombardy, the Panyutin Army in Mazovia, and the following Armies in the Armies Pool: Moritz von Hirschfeld, Prinz Wilhelm, Von Haynau, Windisch-Grätz, and Von Rüdiger (CR); Garibaldi and Dembinski (R). All other Armies are set aside and enter the game only via Events.

3.4 Place each Idea marker in the relevant Neutral spaces of the Battle of Ideas. Place the Turn marker on the first space of the Turn Record Track.

Place the Action Round marker in the first space of the Action Turn Track and the VP marker in the 0 space of the Victory Track. Place the Momentum markers on the 0 space of each player's Momentum Track.

3.5 Shuffle the Winter Deck and deal each player nine cards. The game can now begin.

4.0 GAME SEQUENCE

4.1 General Rules

1848 plays in nine Turns. Each Turn represents an indeterminate length of time, from a few weeks in the early phases to a few months toward the end. Each player takes seven Action Rounds per Turn.

DESIGNER'S NOTE: The "Autumn" in the title of Decks 6 and 7 refers to the dying period of the revolutions, which really stretches deep into 1849.

In the Deal Strategy Cards Phase (4.5.2), players are dealt sufficient cards from the Draw Deck until they have nine cards in hand.

4.2 The Phasing Player

The Phasing player is the player whose Action Round is being played.

4.3 Reshuffle

4.3.1 When no cards remain in the Draw Deck, reshuffle all discards to form a new Draw Deck.

4.3.2 Each time the entry of a new Deck brings the game to a new season (when the first Spring, Summer, or Autumn Deck enters play), reshuffle the Discard pile into the Draw Deck (see also 4.5.1).

4.3.3 At the beginning of Turn 6, first the R player and then the CR player must choose a Scoring Card from those removed from play, show it to their opponent, and shuffle it back into the Draw Deck. Ignore this if no Scoring Cards have been removed.

DESIGNER'S NOTE: This helps balance the game while also maintaining some uncertainty as to which areas are really safe to ignore early on.

4.4 Momentum

Momentum Points (Momentum) belong to each player. They represent mobilization and commitment of each side's partisans, tracked via the Momentum Tracks on the board.

Momentum can be gained by playing Events, winning Revolutions, and making successful Battle of Ideas attempts.

Momentum can be spent during the Momentum Phase at the start of the Turn to bring Armies, Decks, or specific cards into play (4.5.1), or during Action Rounds to reroll dice (4.4.1).

A player may never have more than 7 Momentum Points. Momentum that would be gained beyond 7 is lost.

DESIGNER'S NOTE: This is a deliberate design choice to increase the jeopardy of decisions about whether or not to spend Momentum during play.

4.4.1 Each time a player rolls a die, they can spend one Momentum to reroll it once.

The Aftermath dice roll can be rerolled at a cost of two Momentum—both dice must be rerolled.

You can never reroll a reroll, and you can never reroll your opponent's dice.

DESIGNER'S NOTE: *Rerolling is powerful, but beware the Momentum cost. Entering new Decks is often more important than winning a particular Battle or Agitation!*

DESIGNER'S NOTE: *Momentum provides some luck mitigation and helps to model a big shift across the course of the game. The Revolutionaries should be more Momentum-rich in Winter and Spring, and the Counter-Revolutionaries should gain the upper hand in Summer and Autumn.*

4.5 The Turn Sequence

A Turn in 1848 follows this sequence:

1. Momentum Phase
2. Deal Strategy Cards
3. Headlines
4. Play Action Rounds
5. Verify held cards (in tournament)
6. Advance Turn marker
7. Final Scoring (after Turn 9)

4.5.1 Momentum Phase

Starting with the R player, each player may spend Momentum to bring Decks, Armies, or specific Strategy Cards into the game (all at once).

New Decks cost 5 Momentum. Shuffle that side's next Deck (Spring, then Summer, then Autumn) with the current Draw Deck to create a new Draw Deck. Then immediately Deploy one Army from the Armies Pool at no cost.

Otherwise, deploying Armies from the Armies Pool during the Momentum Phase costs 2 Momentum per Army.

After a player has entered their Autumn Deck, they can spend 5 Momentum to choose any one non-Scoring Strategy Card from the Draw Deck or Discard pile and put it in their hand. The Draw Deck must then be reshuffled.

DESIGNER'S NOTE: *This last option allows players to retrieve important Events for the late game (typically those that provide Armies). If you don't know the Deck very well, popular choices include 'The Gendarme of Europe', 'A Crown from the Gutter', and 'Franz Joseph I' for the Counter-Revolutionaries; and 'Honvédség', 'Guerra Popolare', and 'Harsh Winter' for the Revolutionaries.*

4.5.2 Deal Strategy Cards

The players receive enough Strategy Cards to bring their total hand to nine. Deal one card at a time, alternating between players, starting with the R player.

In the unlikely case that there are not enough cards in the Deck to deal enough to both players, even after a Discard pile reshuffle, immediately shuffle in the next CR Deck.

DESIGNER'S NOTE: *This can probably happen only on Turn 3 and would be a serious failure to build Momentum by the Revolutionaries.*

4.5.3 Headlines

Each player secretly selects a card from their hand, and simultaneously reveals their card to the other player. These cards are Headline Cards, and their Events take place immediately, subject to the following rules:

- The card with the highest Ops value takes effect first.
- Scoring Cards may be played as Headlines with an Ops value of 0.
- In case of a tie, the CR player's Headline Card takes effect first.
- Players must play a card as Headline, regardless of whether the Event helps them or their opponent.
- Strategy Cards marked with stars are removed from the game as normal.

4.5.4 Action Rounds

This is the main phase of the Turn. Each player will play seven Action Rounds. Players alternate Action Rounds, playing one Strategy Card per Round.

The R player always takes their Action Round first, followed by the CR player. All actions required by each card must be resolved before the next player starts their Action Round by playing a card.

A player may have one or more cards left after the completion of all Action Rounds. These cards are Held and may be played in subsequent Turns. Scoring Cards must be played during an Action Round and cannot be held.

If a player holds a Scoring Card in their hand at the end of the Turn, they lose the game.

If a player has no cards in their hand at the start of an Action Round, they must forfeit that Action Round and take no action.

4.5.5 Verify Held Cards

Scoring Cards may never be held. If a player is holding a Scoring Card at this stage in the Turn, they lose the game. For casual play, we recommend trusting your opponent's word on this, but an umpire should check during a tournament.

4.5.6 Advance Turn Marker

Move the Turn marker to the next Turn.

At the beginning of Turn 6, shuffle in 2 Scoring Cards following the procedure in 4.3.3.

4.5.7 Final Scoring

If it is the end of Turn 9 and the game's winner has not yet been determined (see 10.0), perform Final Scoring (10.3).

5.0 CARD PLAY

This section covers play of non-Scoring Cards. Playing Scoring Cards is covered in 9.0.

5.1 Events or Operations

Cards may be played in one of two ways: as Events or for Operations Points (Ops).

Ordinarily, players will hold one card in their hand at the end of the Turn. All other cards will be used for Events or Operations. Players may not forgo their Turn by declining to play a card or by discarding a card from their hand.

5.2 Events Associated with Your Opponent

If a player plays a card for Operations, and the card's Event is associated only with their opponent, the Event still occurs (and the card is removed from play if it has stars in its name):

- When playing a card for Operations that triggers an opponent's Event, the opponent implements the Event text as if they had played the card themselves.
- The Phasing player decides whether the Event happens before or after the Operations are conducted.
- If a card has an opponent's Event, but that Event cannot occur because a prerequisite card has not been played or a condition in the Event has not been met, the Event does not occur. In this instance, cards with stars are discarded rather than removed.
- If a card play triggers an opponent's Event, but the Event results in no effect, the Event is still played (and is removed if it has stars).

5.3 Discarded Cards

When an Event forces a player to discard a card, the Event on the discarded card is not implemented. This also applies to Scoring Cards.

5.4 Contradictions

Card text that contradicts written rules supersedes written rules. When cards contradict each other, a card forbidding something supersedes a card that allows or requires something.

6.0 OPERATIONS

When a Strategy Card is played as an Operations card, the player must choose to use all Operations (Ops) points on one of these options: Influence Placement, Agitation, Troop Movement, or the Battle of Ideas.

After selecting one of these options, any Ops that cannot be played are lost. This should happen only if a player uses Ops for Agitation and does not have a valid target after the first roll (6.2).

Cards with stars in the Event title that have a Neutral Event, or an Event associated with the Phasing player that they could have played, are still removed from the game when played for Ops. In other words, playable Events marked with stars are always removed from play when played.

NOTE: This differs from similar games published by GMT, like *Twilight Struggle* and 1989!

DESIGNER'S NOTE: This important change in the classic CDG formula is intended to give more power to Events and reflect the chaotic nature of the revolutionary year. In 1848, you can't choose to save an important Event for later: when an opportunity arises, it has to be acted upon. This better simulates how actors of the time often had to react to unprecedented circumstances, rather than enact careful plans. It also creates more turnover in the Deck, allowing players to see more cards in a single play.

6.1 Influence Placement

6.1.1 Rules in this section apply only to Influence Points placed via Operations, and not to Influence placed by Events.

6.1.2 Influence Points must be placed with, or adjacent to (connected by a line), friendly Influence markers in place at the start of the Action Round.

6.1.3 Influence Points are placed one at a time. It normally costs 1 Ops to place 1 Influence in a space. However, it costs 2 Ops to place one Influence in a space your opponent Controls.

If a space's Control status changes while you are placing Influence ("breaking Control") additional points placed during that Action Round are placed at the lower (normal) cost.

6.1.4 Influence Points may be placed in multiple Countries and multiple spaces, up to the number of Ops on the card played, but daisy-chaining is not allowed

6.2 Agitation

Agitation represents active and possibly violent engagements with your opponent. It is used to reduce enemy Influence in a space and possibly add friendly Influence (if successful enough).

6.2.1 Each Strategy Card played for Agitation gives two Agitations to the Phasing player, regardless of the card's Ops value.

6.2.2 To attempt Agitation in a space, the space must contain your opponent's Influence and either be adjacent to or contain your own Influence.

This rule does not apply to Free Agitations granted by an Event (meaning you can attempt Agitation regardless of adjacency or whether a space contains your opponent's Influence).

6.2.3 The player must resolve their first Agitation attempt before declaring the target for their second. Spaces may be targeted for Agitation more than once per Action Round, but they must have opponent Influence in them at the start of each attempt.

6.2.4 To resolve an Agitation attempt, roll a die. Add the Ops value of the card played (for Ops or Event) to the die roll. Further modify this with the following die roll modifiers (DRMs):

- +1 for each adjacent friendly-Controlled space
- -1 for each adjacent opponent-Controlled space
- +2 if any friendly Armies are in the space
- -2 if any enemy Armies are in the space

Then double the Stability Number of the space and subtract this from the modified die roll to reach the total. If the total is greater than zero, remove that much opposing Influence from the target space.

If your opponent has insufficient Influence to remove (e.g., 2 Influence in a space when you need to remove 3), then increase the amount of friendly Influence in the space by the amount that the opponent was unable to remove (continuing the previous example, the opponent would remove their 2 Influence from the space, and then you would place 1 of your own Influence there).

DESIGNER'S NOTE: For players of 1989, this is the same formula as *Support Checks* with a modifier for Armies added.

6.3 Troop Movement

Troop Movement allows you to move Armies on the map and trigger Battles (6.3.4).

6.3.1 Armies can only Move or Advance to Valid spaces (all Geographical spaces within the Country, or Countries, listed on the Army counter, plus any spaces allowed via specific Events).

Armies can never enter a space with enemy Armies (they can only Advance after a Battle; see 6.3.6).

6.3.2 Free Movement

When a card is played for Troop Movement, each Army you Control can move one space, but they cannot enter enemy-Controlled spaces. After any Free Movement, Ops can be spent for additional movement (6.3.3).

6.3.3 Spending Ops for Movement

It costs 1 Op to Move one friendly Army to an adjacent space. Armies can be moved several times during an Action Round, and/or different Armies can be moved, paying 1 Op for each movement.

REMINDER: If a CR Army moves into a space with a Republic, remove the Republic counter, and award its VP value to the CR player (2.6.2).

6.3.4 Battles

After all Troop Movement has been completed, the Phasing player can trigger a Battle by paying 1 or 2 Ops (spending 2 improves your chances).

A single Battle may be triggered per card. To trigger a Battle, follow this procedure:

- Choose a space with your Armies as the "attacking space".
- Choose an adjacent space with enemy Armies as the "defending space."
- You may attack a space that some or all of your Armies are not allowed to enter, but you can only Advance into Valid spaces after combat.

DESIGNER'S NOTE: This would represent a Battle at the frontier, possibly including a brief incursion across the border, but not a significant departure from the designated area of operations.

Next, each player rolls a die to resolve the Battle, modified with these DRMs:

- +2 per friendly Army in the attacking/defending space
- +1 for each of your Armies adjacent to the defending space but not in the attacking space (attacking player only)
- +1 if you spent 2 Ops to trigger the Battle rather than 1, or the Battle was triggered by Event (attacking player only)
- +1 if you have more Influence in the attacking space
- +1 if you have more Influence in the defending space
- +1 for the defender
- Some Events also provide DRMs.

The player with the higher modified die roll wins the Battle. If modified rolls are equal, it is a draw. Winning a battle granted by an event can often grant VPs.

NOTE: Some Events instruct you to trigger a Battle; this is always optional.

6.3.5 Casualties

The loser of the Battle rolls a die to check for casualties: if the die roll is less than or equal to the number of enemy Armies that attacked from the attacker space, the loser must destroy an Army.

6.3.6 Retreat and Advance

If the Defender wins the Battle, nothing changes; both sides remain in place.

If the Attacker wins the Battle, all Defending Armies must Retreat to an adjacent space. If an Army cannot Retreat (usually because there is no Valid space for them to Retreat to), it is destroyed: place it in the Armies Pool.

Then, the winner of the Battle may Advance any number of attacking Armies into the defending space (as long as it is a Valid space for them). This includes any adjacent Armies that provided a DRM for the Battle.



Examples of Strategy Cards which grant a Battle

6.4 The Battle of Ideas

6.4.1 The Battle of Ideas Track has three columns, each corresponding to a specific Idea. The top row of each column is associated with the CR player and the lower row with the R player; the middle row is Neutral.

6.4.2 There are three Idea markers, which can be placed on the CR, R, or Neutral row of each column.

When an Idea marker is placed in a square associated with a player, that player gains the Capability described in that square as long as the marker is placed there. Place the corresponding Battle of Ideas Card in front of the affected player as a reminder.

6.4.3 Ops may be spent to attempt to move the Idea markers up or down.

When a player plays a card on the Battle of Ideas, they must first choose the Idea marker they will attempt to move. Their opponent then has the opportunity to play a card in Reaction (6.4.7).

Next, each player rolls a die, adding these DRMs:

- +1 for the player who Controls more Intellectual spaces
- +1 if the target Idea marker is in their row
- The player who initiated the Battle of Ideas adds the Ops value of the card they used
- If the other player played a card in Reaction (6.4.7), they add the Ops value of the card they used.

NOTE: You can track the number of Intellectual spaces you Control by placing an Influence marker equal to that number near the Momentum Track.

If the player who initiated the Battle of Ideas wins the die roll, they may move the targeted Idea marker one space toward their side.

If the player who did not initiate the Battle of Ideas wins the die roll, they may move the targeted Idea marker only if they played a card in Reaction. Otherwise, it remains where it is.

In the event of a tie, the Battle of Ideas proves inconclusive, and nothing happens.

6.4.4 Each time a player moves an Idea marker, they gain 1 Momentum.

6.4.5 A player may play only one card as Ops to the Battle of Ideas per Turn. Attempts granted by Events do not count against this limit.

6.4.6 Regardless of the text on the card, the Event of the card played to the Battle of Ideas by the Phasing player is not implemented. The card is instead discarded (even if it is marked with stars). Any eligible Event on the card associated with the player's opponent played in Reaction is still triggered (6.4.7).

6.4.7 Reaction

When a player plays a card to the Battle of Ideas, their opponent can choose to also play a card in Reaction before dice are rolled.

If they do, they add the Ops value of the card played to their die roll and will be able to move the targeted Idea marker if they win.

This card played in Reaction follows the normal Operations rules: if it contains an Event associated with the player's opponent, the Event is triggered. Events triggered this way are implemented after the Battle of Ideas is resolved.

DESIGNER'S NOTE: Reaction usually costs you the ability to hold a card at the end of your turn, but it can be worth it to gain or maintain a powerful bonus or deny one to your opponent.

6.4.8 Gaining Momentum

Instead of targeting an Idea, a player can attempt to gain Momentum in the Battle of Ideas.

The procedure for this is the same as normal, including possible Reaction, but the winner of the die roll gains 2 Momentum rather than moving an Idea.

DESIGNER'S NOTE: This is sometimes (if rarely) used to allow a player to play into the Battle of Ideas if they already Control all of the Ideas, or help a player get to 2 or 5 Momentum, to bring an Army or Deck into play the following Turn.



7.0 EVENTS

7.1 General Rule

If a Strategy Card has a playable Event associated with the Phasing player or both players, it may be played as an Event instead of for Operations.

Strategy Cards played for the Event implement the card's Event text as directed on the card itself.

7.2 Persistent Events

Some Event cards remain in effect until canceled by a later Event, and some last for the duration of the game. When such cards are played as Events, place them to the side of the map and/or place their corresponding counters on the map as a reminder of their ongoing effects.

7.3 Events that modify Ops values

7.3.1 Some Events modify the Ops value of cards that are played later. These modifiers are always applied in aggregate (calculate the total of all modifiers to reach a net total).

7.3.2 Regardless of modifiers, non-Scoring Strategy Cards always have a minimum Operations value of 1.

7.4 Events that play like Ops cards

If an Event specifies a player may conduct Operations, this is treated as if a card had been played for Operations, subject to all the usual restrictions limiting their value or use.

Events granting Free Agitations contribute their Ops value toward Agitations.

7.5 Blocked Events

Some Events can block others. Strategy Cards with a Blocked Event can only be played for Ops.

8.0 REVOLUTIONS AND INSURRECTIONS

Whenever a Scoring Card is played, a Revolution is immediately resolved in the associated Country as part of the same Action Round, unless it was the Russian Empire Scoring Card.

When the Russian Empire Scoring Card is played, proceed directly to Scoring instead.

Resolve the Revolution by this sequence:

1. Deal Cards: Players are dealt cards from the Revolution Deck based on the number of spaces they Control in the relevant Country.
2. Play Cards: Players play Revolution cards until the winner of the Revolution is determined.
3. Aftermath: Penalties and rewards are implemented based on the result of the Revolution.
4. Scoring: The affected Country is scored (9.0), and VPs are adjusted accordingly.

IMPORTANT: All steps of a Revolution must be completed before Automatic Victory (10.1).

8.1 Deal Cards

8.1.1 Shuffle all Revolution cards in the Revolution Deck. Players draw a number of cards from the Revolution Deck based on the number of spaces they Control in the Country according to the Revolution Cards Table (printed on the Player Aid and the back page of the Playbook).

8.1.2 Various Events affect the number of cards a player draws in a Revolution. If any of them apply, adjust the cards drawn by each player accordingly.

8.1.3 There are three types of cards in the Revolution Deck: Suited, Leader, and Event Cards. There are four suits in the Deck: Petition, March, Militia, and Barricade. Leader Cards correspond to various socioeconomic spaces on the map. Event Cards have specific effects, described on the card.

8.2 Play Cards

8.2.1 Initiative

The player who initiated the Revolution begins the Revolution with the Initiative. Initiative may change back and forth several times before the Revolution is resolved. The player who has the Initiative is the attacker, and their opponent the defender.

8.2.2 Rounds

Card play in a Revolution is divided into Rounds. Players resolve Rounds one at a time until the winner of the Revolution is determined.

Each Round, follow this procedure:

STEP 1

- The attacker attacks by simultaneously playing from 1 to 3 Revolution Cards. In Round 1, a maximum of 1 card can be played. In Round 2, a maximum of 2 cards can be played. In all subsequent rounds, from 1 to 3 cards can be played.
- Any Suited Card may be played to attack. A Leader Card may be played as a Suited Card if a player Controls a space of the corresponding type in the Country of the Revolution.
- Events can also be played (except 'Martyrs' and 'Passionate Speech', used only in defense). If an Event is played, follow its instructions immediately. In the rare case when Events played simultaneously could conflict (such as 'Journalism' and 'Dissension'), the defender chooses the order in which Events are resolved.

If the attacker has no playable cards, they concede the Revolution, and the defender is the victor; proceed to the Aftermath (8.3). The attacker cannot choose to concede a Revolution; if they have a playable card, they must play it.

STEP 2

The defender now tries to block the attack by playing Revolution Cards that match the suits of the cards the attacker played:

- Each and every attacking card must be blocked, or the defender will lose.
- To block a card, the defender must play a card of the same suit. Eligible Leaders (see Step 1) can be used as any suit.
- The 'Martyrs' Event can be played to block a single card of any suit. If so, neither player may play a card of that suit on subsequent Rounds in the Revolution.
- If the defender has an Army in the Country, they can use it once to block any card, but at the cost of allowing the attacker to immediately place one Influence point in a space the defender does not Control in that Country. The defender can use each of their Armies in the Country once per Revolution (rotate them once they are used, to help you remember).

DESIGNER'S NOTE: *The Influence lost when an Army is used to block a Revolution Card represents public outcry at use of troops against civilians.*

If the defender cannot (or chooses not to) match all the attacker's Revolution Cards, the Revolution is over, and the attacker is the winner. Only unblocked cards count during Aftermath (8.3).

STEP 3

If they did not lose the Revolution, the defender attempts to gain the Initiative:

- If the attacker played an Event that made them lose the Initiative, even in combination with other cards, the defender gains the Initiative.
- Otherwise, the defender must choose one of the attacking cards played this Round to roll against. To gain the Initiative, the defender must roll equal to or higher than the rank of the chosen card (the number printed on the card).

- The defender must roll to gain the Initiative (unless they gained it automatically due to Events).

DESIGNER'S NOTE: *A player will generally choose the lowest card to try to win Initiative, but there are cases where players might prefer to leave Initiative with their opponent.*

- All Barricade Cards have a rank of 1. If the defender chooses to roll against a Barricade, they do not have to roll.
- If the defender gains Initiative, they take the role of the attacker in the next Round. If not, the attacker retains the Initiative and is once again the attacker.

8.3 Aftermath

8.3.1 After the Revolution's Victor is determined, they roll 2 dice to determine Aftermath effects, modified by these DRMs:

- -2 if one or more unblocked Petition Cards were used to win
- -1 if one or more unblocked March Cards were used to win
- +1 if one or more unblocked Militia Cards were used to win
- +2 if one or more unblocked Barricade Cards were used to win
- Events may apply further modifiers

A Leader used as a card of a specific suit gives the same DRMs as a normal Suited Card.

DESIGNER'S NOTE: *As you can see, the best way to win a Revolution is to use Barricade and Militia Cards together in the winning Round, which will give a +3 DRM together if they're not blocked.*

Check the Aftermath Table for the result (see the Player Aid, or back page of the Playbook).

8.3.2 Influence Gain/Loss

The first number in the Aftermath Table indicates the number of Influence the Victor will place on the map. This Influence must be placed:

- Outside the Country of the Revolution
- In spaces of any type that the Victor Controls in the scored Country
- In spaces that are not Controlled by the Victor's opponent

DESIGNER'S NOTE: *News travels to other countries, influencing the political climate there—a major factor in the revolutions of 1848.*

The second number determines how many of their opponent's Influence points the Victor will remove. This Influence must be taken from spaces in the Country of the Revolution. Ignore any remainder if there is less than this to remove.

8.3.3 Momentum/VP

Check the Momentum/VP column in the Aftermath Table. The first number indicates the amount of Momentum the Victor receives, and the second indicates how many VPs the Victor receives.

8.3.4 Declaration of a Republic

If the R player is the Victor, their modified Aftermath roll is 9 or more, and a Republic counter is available to be placed in the Country, a Republic is declared (2.6.2). In that case, the R player must place 1 available Republic counter in an eligible R-controlled space, if possible.

REMINDER: Republic VPs are never scored when a Republic is declared, only during Final Scoring.

When a Republic is placed, if an R Army in the Armies Pool can be Deployed in the space of the Republic, it may Deploy there immediately at no cost in Momentum. CR victory in a Revolution cannot remove a Republic. The only way to remove a Republic counter is to bring a CR Army into the same space. A removed Republic may be declared again with another Revolution or Event.

DESIGNER'S NOTE: The fact that placing a Republic is mandatory and not always a net benefit to the Revolutionaries (if they can't defend it) is very much intentional. Think of it as getting your hand forced into suboptimal politics by the more radical elements of your winning coalition, an essential "1848" phenomenon!

8.3.5 Discard the Scoring Card?

If the modified Aftermath die roll was 9 or more, remove the Scoring Card from play. Otherwise, discard it. A removed Scoring Card may enter play again on Turn 6 (per 4.3.3).

DESIGNER'S NOTE: This rule means the Revolution was decisive enough to settle the political landscape for at least a few months.

8.4 Revolution Scoring

The final action of a Revolution is to score VPs based on the spaces each player Controls in the Country after the Revolution. See 9.0 for the Scoring procedure.

8.5 Insurrections

8.5.1 Some Events can trigger an Insurrection. Insurrections are smaller revolts in a specific space instead of a whole Country.

8.5.2 To resolve an Insurrection, each player rolls a die modified by the following DRMs, and then the Victor applies the results stated on the Event:

- +2 for each friendly Army in the space
- +3 if you have more Influence in the space
- +1 for each adjacent space you Control

In the case of a tie, there is no Victor.

9.0 SCORING

9.1 General Rule

Scoring in a Country happens during:

1. The last step of a Revolution (8.4)
2. Final Scoring (10.3)

9.2 Scoring Terms

The following terms are used in Scoring:

Presence: A player has Presence if they Control at least one space in the Country.

Domination: A player has Domination if they Control more spaces than their opponent and they Control more Battleground spaces than their opponent and they Control at least one non-Battleground space.

Control: A player has Control if they Control more spaces than their opponent and they Control all Battleground spaces.

9.3 Scoring Procedure

9.3.1 If a player has Presence, Domination, or Control in the Country, they score VPs equal to the number shown on the Country's Scoring Box for the highest of the three levels they have achieved (printed on the Player Aid and the back page of the Playbook, as well as the Scoring Card itself).

9.3.2 Then, each player scores 1 VP for each Battleground space they Control in the Country.

10.0 VICTORY

There are three ways a player can win in 1848:

- Automatic Victory (10.1)
- Illegal Held Card (10.2)
- Final Scoring (10.3)

10.1 Automatic Victory

The instant one player reaches 20 VPs, the game is over, and that player is the winner. During a Revolution, check for Automatic Victory only after all steps have been completed (8.0).

10.2 Illegal Held Card

If a player has a Scoring Card in their hand in the Verify Held Card step (4.5.5) of a Turn, that player loses, and their opponent is the winner. If both players hold Scoring Cards, the game is a tie.

10.3 Final Scoring

10.3.1 If neither side has achieved victory by the end of Turn 9, every Nation (France, Germany, Italy, Poland, and Hungary) is scored according to rules for Country Scoring. No Revolutions are resolved during Final Scoring.

10.3.2 The R player then gains the total VP value of all Republics on the board.

10.3.3 Reaching or exceeding 20 VPs during Final Scoring does not result in Automatic Victory.

10.3.4 Once all Countries have been scored and VPs for Republics have been awarded, victory goes to whoever is in the lead in VPs. If the VP marker is on 0, proceed to the Tiebreaker below.

10.3.5 Tiebreaker

If the VP marker is at 0 at the end of the game, follow these steps to determine the winner:

- If a player has more Idea markers on their side than their opponent in the Battle of Ideas, this player wins the game.
- Otherwise, the R player wins if any Republic counters are on the board.
- Otherwise, the CR player wins.

11.0 OPTIONAL RULES

By mutual agreement with their opponent, players may wish to use any or all of the following rules.

11.1 Venice and Sicily

11.1.1 Armies cannot enter Venice or Sicily unless starting the Action Round adjacent to them.

11.1.2 Armies defending in Venice or Sicily get an extra +2 DRM if they have more Influence in the defended space.

DESIGNER'S NOTE: This rule represents the naturally defensible positions of Venice and Sicily, accessible only by boat. It felt like too much chrome for only two spaces, but players already familiar with the game may find it interesting to incorporate.

11.2 Expanded Aftermath

When calculating Aftermath DRMs (8.3.1), also add a +1 DRM for each type of space you Control more of and a -1 DRM for each type of space your opponent Controls more of in the Country of the Revolution.

DESIGNER'S NOTE: Those extra DRMs are a nice touch that emphasizes the need for a broad coalition to succeed in a Revolution, but they proved to be a bit of a hassle to compute for each Revolution. Use them if you don't mind trading some playing time for historic flavor.

11.3 Simplified Revolutions

Instead of resolving the Revolution with cards, each player rolls a die with these DRMs:

- +1 for each space they Control in the Country
- +1 for each type of space that they Control more of than their opponent in the Country
- +1 if they have the Popular Sovereignty Battle of Ideas bonus

The higher roller wins the Revolution; proceed to Aftermath (8.3). In case of a tie, no winner is declared; skip the Aftermath step, place the Scoring Card in the Discard pile, and score the Country normally.

DESIGNER'S NOTE: This one is for people who dislike the 1989-style Power Struggle card play to resolve Revolutions. The game will be much faster, but you will lose a lot of intricacy and flavor.

11.4 Momentum Catch-up

If a player has entered a Deck one or more seasons ahead of the other player, from the next Turn, the cost for entering a Deck is lowered by 1 Momentum for the player who is behind (i.e., this discount cannot be applied in the same turn one player moves ahead).

For example, if the R player enters the Summer deck while the CR player has only entered the Spring deck, then from the next Turn's Momentum Phase, it will cost 4 Momentum to enter the CR Summer deck.

DESIGNER'S NOTE: This rule can help balance the game if one player gets too far ahead in Momentum and their opponent is struggling to catch up. It can also be included as a handicap rule to help the CR player if there is an experience gap between the two players.

11.5 Bidding for sides

11.5.1 Bidding may be used to determine sides. Each player should secretly take an Influence marker representing the side they are bidding for, and the value of their bid.

11.5.2 The two bids are revealed simultaneously.

If the bids show different sides, each player takes the side they chose, and play begins without any additional changes.

If the bids show the same side, the higher number is the winning bid. If the bids are equal, determine the winning bid at random.

The winner takes the side that was bid for. Their opponent then receives Victory Points equal to the winning bid.

DESIGNER'S NOTE: This rule can be used if players find that one or the other side tends to win. Whilst every reasonable effort was made to ensure both sides are balanced, it's very difficult to do so, so this rule provides a way for players to find their own equilibrium.

12.0 LEARNING SCENARIO

12.1 Winter Scenario

The Winter Scenario is played with the Winter Deck on Turns 1 and 2.

12.1.1 Momentum can be spent only for rerolling.

12.1.2 At the end of Turn 2, do Final Scoring of France, Italy, and Germany and award VPs from Republics on the board to the R player.

12.1.3 The R player wins if they have 12 VPs or more at the end of the scenario. If not, the CR player wins.

DESIGNER'S NOTE: This is a learning scenario. Its short duration produces great variability in results, and it is not balanced for competitive play.

13.0 EXAMPLE OF PLAY

This example of play presents the first four Action Rounds of the game. Giuseppe plays the Revolutionary side, and Sophie plays the Counter-Revolutionaries. The game starts in late 1847, when Europe seems calm on the surface: Momentum for both sides starts at 0, so the Momentum Phase is skipped on Turn 1.

After 9 cards have been dealt to each, they proceed to the Headline phase, where both players secretly choose a card from their hand and simultaneously reveal it: Giuseppe chooses 'Sicily Revolts', and Sophie chooses 'Qui Pluribus'.

The higher-value card is played first, so it is Sophie who starts the game. 'Qui Pluribus' (named after Pope Pius IX's first encyclical) allows her to place 2 Influence in three Church spaces.



As she knows the Winter Deck contains only the French and Italian Scoring Cards, she naturally chooses those countries to start, placing Influence in the French Église, Italian Chiesa, and Rome. This gives her Control of these three spaces. The Event also awards her 1 Momentum. Because the card has stars in its name, it is removed from play.

Giuseppe then implements his headline card, which grants him 3 Influence (and thus Control) in Sicily, as well as 1 Momentum. The card is also removed from play as it has stars.

Action Round 1



The Action Rounds can now begin, and the Revolutionaries always start. Giuseppe plays 'MussPreussen' for 4 Ops, choosing to Place Influence to consolidate his starting Worker and Intellectual bases in France and Italy.

He places 1 Influence each in Faubourgs (a space in Paris), the French Intellectuals, the Italian Intellettuali, and Milan. The card is then removed from play, as it has stars and Giuseppe could have played

the Event.

Sophie follows by also playing a 4-point card to place Influence, but sadly for her, the card also has an Event associated with her adversary: 'Peasant Revolts'! That Event will have to be triggered, but Sophie can choose whether it occurs before or after she uses her Ops.

She chooses to spend her points first to Place Influence, adding 2 to the Aristocrat space of Naples, granting her Control, and expanding her base by placing 1 in Paris and 1 in Lombardy.

Then it is time for the peasants to rise up!

Giuseppe resolves the Event, which grants him 3 Agitation attempts in Peasant spaces. As these are granted by an Event, they count as Free Agitations, which ignore the usual restriction requiring adversary Influence in the space and "access" via friendly Influence in or adjacent to the target. This means the revolts can happen in any Peasant space!

Of course, the peasantry is more stubborn than the more volatile urban population, so it will be tricky for Giuseppe to succeed. All peasant spaces have a high Stability Number of 4, which often requires the aid of adjacency bonuses to overcome, and as Sophie made sure to Control Naples before triggering the Event, all Peasant spaces now offer Giuseppe either no bonus or a malus from the adjacent Churches.

Cursing the religiosity of the countryside, Giuseppe chooses Venetia for his first target. He rolls a die, which lands on a 4; he adds this to the value of the card (also 4) and then subtracts twice the Stability Number. $4 + 4 - 8 = 0$: nothing happens.

Next he chooses Calabria and rolls a 3. Using the same calculus, because the adjacency to Sicily and Naples cancel each other out, the result is -1 . Feeling a little despondent, he chooses Venetia again and this time rolls a 6! With the result of the Agitation being 2, he immediately knows he will add 2 Influence there (as there is no enemy Influence to remove). Then the card is placed in the Discard pile.

Action Round 2



Giuseppe now takes his second Action Round (the previous card was played during Sophie's). He plays 'Romanian Unrest' for Operations. As it is a Neutral Event, it does not trigger. Giuseppe feels his Revolutionaries have to do something about Paris, because the CR Influence that was just placed there gives Sophie access to the unstable Student and Intellectual spaces nearby, which could be easily Agitated.

So Giuseppe chooses to go for Agitations himself, with the goal of eliminating that Parisian Influence and possibly gaining Control of the French capital in the process. The first Agitation roll is a 4. Adding to that the 3 Ops value of the card and +2 for the adjacent R-Controlled spaces (Sorbonne and Faubourgs) gives 9. Then, subtracting 1 for the adjacent CR-Controlled space of Église (the French Catholic Church) and twice the Stability Number of Paris ($3 \times 2 = 6$), he is left with a final total of 2. The Parisian agitators remove the lone CR Influence and add one of their own!



The problem for Giuseppe now is that he does not have great targets for his second Agitation attempt. He does not have access to much of the map (required now as these are not Free Agitations granted by an Event), and his opponent mostly has Influence in high-Stability spaces. He determines that his best bet is Brandenburg, which he can access from Berlin. Rolling a 2 and adding 3 for the card, this proves an ineffective attempt to persuade the German nobles, because their doubled Stability is 8...

Next, Sophie plays another R card for her second Action Round: 'Tobacco Riots'. This time, she chooses to have the Event happen before she uses her Ops. One R Influence is added to each of Turin and Milan, giving Control of Milan to Giuseppe, who also gains 1 Momentum.

Sophie then uses this 1-Op card for Troop Movement. She wants to occupy Milan with Radetzky's Army, stationed in Lombardy. The first thing to do when playing a card for Troop Movement is Free Movement, which allows all friendly Armies to move one space to a space not Controlled by their adversary.

There are only two CR Armies so far, so the choice is simple: Panyutin moves into Warsaw. Sophie does not move Radetzky as she cannot move it into Milan with Free Movement because it is Controlled by her opponent. Instead, she spends her Op to move the Army normally, sending Radetzky to Milan, and flipping the R Influence marker there to its light side to denote the loss of Control.

Action Round 3



For his next card, Giuseppe plays the powerful CR card 'The Metternich System' to the Battle of Ideas, to avoid the Event. He informs Sophie that he will debate the National Question, and she declines to play a card in Reaction.

Both then roll a die: Giuseppe gets a 1, Sophie a 6! Giuseppe adds the value of the card he played (3) and an extra 1 as he Controls more Intellectuals on the map than his opponent (he has the French and

Italian Intellectuals, whereas Sophie has none), but this final result of 5 vs. 6 still means the debate goes in favor of the Counter-Revolutionaries. However, because Sophie did not play a card in Reaction, the Idea marker does not move.

But Giuseppe is not finished! He tries to have the last word, choosing to reroll his die with a Momentum point. He rolls a 4 this time, which, with the bonus from the card and his Intellectuals, makes him the winner of the Battle of Ideas. He moves the National Question counter to the Nation box and places the reminder card beside the board to indicate that he now benefits from that bonus. He also gains a Momentum for moving the marker, offsetting the one he lost for the reroll.



For her card play, Sophie decides to also play into the Battle of Ideas and chooses to get rid of 'Alphonse de Lamartine'. This Event would have given Giuseppe a free extra Battle of Ideas attempt (remember, you can play only one card to the Battle of Ideas as an Operation each Turn, but Events allow more).

Sophie elects to debate the Social Question, thinking that the 3 value of the card should easily overtake the +1 bonus given by the Intellectuals to the Revolutionaries.

However, sensing an opportunity, Giuseppe decides to play a card in Reaction! He chooses to play 'Russian Absolutism', granting him an extra DRM equal to the 4 value of the card.

As this is a CR Event played in Reaction during the Battle of Ideas, it will still trigger at the end of the Round. Also, the fact that this card was played out of turn means the R player won't be able to keep a card in hand at the end of the Round anymore, so this is expensive for Giuseppe.

The DRMs for the debate are now +3 for Sophie and +5 for Giuseppe. They both roll a 5, granting victory to socialist ideas. As he played a card in Reaction, Giuseppe can move the Question marker toward his side, gaining the "Socialism" bonus and one Momentum.

At least Sophie has a consolation prize: she gets the Event played in Reaction. Thanking Tsar Nicholas, she gains 1 VP, 2 Momentum, and 3 Influence that she places in Warsaw.

Action Round 4



Giuseppe now takes full advantage of his bonuses in the Battle of Ideas, using 'Radetzky' to place Influence entirely in Italy with the +1 bonus from the National Question. The 3-value card is now considered a 4-value, letting him place 2 Influence in both Venice and Venetia and gain Control of each.

The 'Radetzky' Event is now triggered for Sophie, giving her the choice of using the card for Troop Movement or gaining a free Agitation. As she does not have many Armies and doesn't need to move the ones she has, she chooses Agitation. Luckily for her, as this is a Free Agitation (granted by an Event) and not from Operations, Giuseppe's Socialism bonus from the Battle of Ideas does not apply—so she gets the full value of the card (3 Ops toward her Agitation rolls).

Rolling a 3, she adds the 3-Ops value of the card and +2 for having Radetzky's Army in the space. From this total of 8, she subtracts 1 for the Revolutionaries' adjacent Control of Pavia and 6 for the doubled Stability Number of Milan. The Agitation is successful but removes only 1 Influence from Milan. However, Sophie also gets +1 Momentum from the Event, and—more importantly—the permanent Capability of 'Radetzky', which grants her a bonus DRM for all future battles in Austrian Italy.



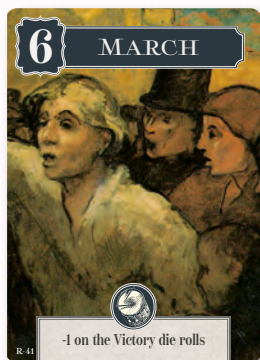
Sensing that she is losing the Influence race due to nationalism, Sophie now decides to play the 'Italy Scoring Card' while she still Controls more Battleground spaces than her opponent; it is time for the Italian Revolution to begin!

Both players put their Strategy Cards aside and check the Revolution Cards Table to draw from the Revolution Deck. Sophie Controls 3 spaces (Naples, Rome, and Chiesa), which grants her 12 cards; Giuseppe Controls 5 spaces (Venice, Venetia, Sicily, Pavia, and Intellettuali), providing 16 cards.

As she played the Scoring Card, Sophie starts. In the first Round, only one card may be played, and she decides to play a March card with a value of 6. Giuseppe has no problems countering this: he plays a 3-value March, blocking her attempt (the value of the card does not matter when defending, so this is a good way to use low-value cards).

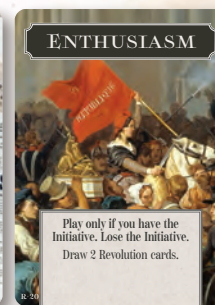
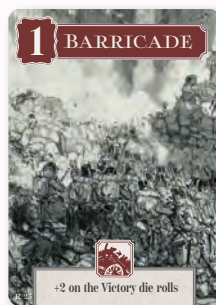
He then tries to gain the Initiative by rolling at least the value of the attacking card, here a 6. Rolling a 5 is not enough, so Sophie retains the Initiative and attacks again.

In Round 2, Sophie is allowed to play 2 cards, which she does: she plays a Militia and a March, valued 4 and 5, respectively. Giuseppe counters the Militia with another Militia card, but he has no more Marches in his hand. However, luckily for him, he drew a Bourgeois Leader Card; and because he Controls a Bourgeois space in Italy (Venice), he can use it to block any card, saving him from defeat.



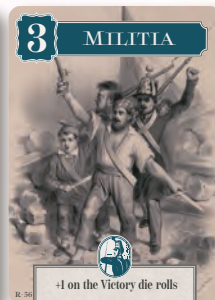
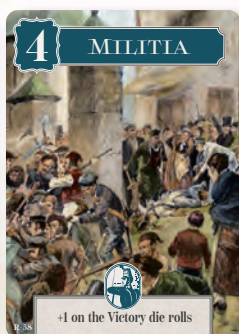
Multiple cards were used to attack, so this time Giuseppe must choose which one he will roll against to try to gain the Initiative. He wants to go on the offensive, so he chooses the lower one at 4. He rolls a 2, which is not enough, but elects to spend a Momentum to reroll it, which works: he rolls a 4! So now it is time for the Revolutionaries to attack.

As it is the third Round of the Revolution, Giuseppe can play up to 3 cards. He plays a Barricade and 2 Events: 'Journalism' and 'Enthusiasm'. The journalists allow him to remove a CR Influence in Naples, breaking Control, and he enthusiastically draws 2 more Revolution Cards.



Sophie must block the Barricade, but she'd rather keep her cards to attack, so she decides to use her Army in Milan to do it: Radetzky's counter is rotated (somewhere between 45 and 90 degrees) to denote that he won't be available to block again during this Revolution. As a result, Giuseppe places an Influence in Italy, in Turin.

Due to Events, Initiative automatically switched. Sophie tries to capitalize on the evident weakness in Marches she has seen in her opponent and plays her last March: one Church Leader attacking as a March, and one Militia. Giuseppe was lucky enough to have drawn a March in the last Round, so he can block this attack with that March, an Intellectual Leader, and one Militia. He chooses to roll for the weaker card at 3, and rolls a 3, which grants him the Initiative again.



Sensing that this is the time to launch the decisive blow, Giuseppe plays 2 Barricades and 1 Militia. Sophie can block only the Militia, which means Giuseppe's Revolutionaries win! Once he has calmed down, Giuseppe proceeds to the Aftermath of the Revolution. Rolling 2 dice, he adds a +2 DRM for having won with a Barricade and scores the average roll of 7. He therefore looks at the "9" line of the Aftermath table.

The first number displayed is the Influence won abroad, representing the impact of the news of the Revolution traveling to other countries. Giuseppe may place 2 Influence, in spaces matching the Types of spaces he Controls in Italy. He places 1 in Bourgeois Paris and 1 in Student Göttingen (in Germany).

The second number shows how much CR Influence he must now remove in Italy: a great opportunity to remove CR Control of Rome, losing Sophie another Battleground space.

The second part of the table grants 2 Momentum and 2 VPs to the Revolutionaries, and—most importantly—dictates the placement of a Republic! Italian Republics must be placed in specific spaces on the map, starting with spaces Controlled by the Revolutionaries. So Giuseppe must choose between the Sicilian Republic and the "Serenissime" (Republic of Venice). As Garibaldi is available in the Armies Pool, Giuseppe will then immediately Deploy it to the same space.

Playing it safe, Giuseppe goes with Sicily. Venice may be a little too close to Austria to be properly defended for the moment, even with Garibaldi.

Finally, the 'Italy Scoring Card' is removed from play (at least until Turn 6), and Scoring is resolved. The bad news for Sophie is that she lost Control of Naples and Rome during the Revolution and its Aftermath, leaving her with Control of only the Chiesa (Italian Church). This at least gives her Presence for 3 VPs, but the loss of 2 Battleground spaces allows Giuseppe to now score Domination for 5 VPs, as he has more Battleground spaces (Venice) and more spaces in total. The difference between Domination and Presence makes 2 VPs for the Revolutionaries, who then add another 1 VP for Control of one Battleground space, for a total of 3 VPs.

This concludes the Italian Revolution. Both players now reshuffle the Revolution Deck and pick up their hands of Strategy Cards to resume the Turn, heading into Action Round 5.



Game Credits:

Designer: Jules Félisaz

Developer: Peter Evans

Graphics/Art: Domhnall Hegarty

Player Aid and Sideboard Art: Adrián Sánchez Bolaños

Box Art: Kai Jensen

Layout: Rick Reinesch

Production Coordinator: Kai Jensen

Lead Playtesters:

Valentine Félisaz, Marco Poutré, Emmanuele Kizito Ambrosi

Playtesters:

Marek Adrian, Christopher Breslin, Liam "Sideshow" Dahlberg, Jacques-Henry Dussouy, Tim Gagnon, Ethan Gamage, Robin Hegedús, Hwang Injae, Richard Kallista, Andrew Krieger, Schuyler Mann, Robert Mouledoux, Dániel Nemes, Collin Schneider, András Lajtos Schuyler, Fred Serval, Lee Wooho, Sobhi Youssef, Zaxx

Proofreaders:

Russell Brown, Michael Neubauer Lawrence Hughes, jeffreyPaul Jones, Miquel Miralbes, Randy Monk, Timothy Phelps, John-Paul Pizzica, Marco Poutré, Tiffany Taylor



INDEX

Agitation (6.2)
 Aftermath (8.3)
 Armies (2.4)
 Battle of Ideas (6.4)
 Battle of Ideas Track (2.5)
 Battle of Ideas, Reaction (6.4.7)
 Battles (6.3.4)
 Casualties (6.3.5)
 Cities (2.1.8)
 Control (2.1.6)
 Declaration of a Republic (8.3.4)
 Empires (2.1.7)
 Events (7.0)
 Events, associated with your opponent (5.2)
 Events, vs. Operations (5.1)
 Free Movement (6.3.2)
 Headlines (4.5.3)
 Influence placement (6.1)
 Insurrections (8.5)
 Nations (2.1.7)
 Operations, Agitation (6.2)
 Operations, Battle of Ideas (6.4)
 Operations, placing Influence (6.1)
 Operations, Troop Movement (6.3)
 Reaction (6.4.7)
 Republic Counters (2.6.2)
 Republic, declaration of (8.3.4)
 Retreat (6.3.6)
 Revolutions (8.0)
 Revolutions, Aftermath (8.3)
 Revolutions, Scoring (8.4)
 Revolution Deck / Cards (2.3)
 Scoring procedure (9.3)
 Spaces (2.1.1)
 Space, City (2.1.8)
 Space, Empire (2.1.7)
 Space, Nation (2.1.7)
 Space, Control (2.1.6)
 Space types (2.1.3)
 Strategy Deck / Cards (2.2)
 Troop Movement (6.3)

Country Scoring Tables

France (Winter)	
Presence	2
Domination	4
Control	7

Italy (Winter)	
Presence	3
Domination	5
Control	8

Germany (Spring - R)	
Presence	2
Domination	5
Control	7

Austria (Spring - CR)	
Presence	3
Domination	6
Control	9

Hungary (Summer - R)	
Presence	1
Domination	3
Control	5

Prussia (Summer - CR)	
Presence	2
Domination	4
Control	6

Poland (Autumn - R)	
Presence	1
Domination	3
Control	5

Russia (Autumn - CR)	
Presence	3
Domination	4
Control	5

Sequence of Play	
Step	Section
Momentum Phase	4.5.1
Deal Strategy Cards	4.5.2
Headlines	4.5.3
Play Action Rounds	4.5.4
Verify Held Cards	4.5.5
Advance Turn Marker	4.5.6
Final Scoring	4.5.7



GMT Games, LLC
 P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com