The Weimar Republic

POLITICAL STRUGGLE IN GERMANY
1919 · 1933

PLAYBOOK

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9.0 Scenarios

9.1 General Event Deck Preparation

- Collect all the cards for the upcoming Era.
- Separate that Era's Mandatory and Election cards, and set them aside.
- Shuffle the remaining cards for that Era. Deal the number of cards indicated below into a first stack and the remaining cards into a second stack.
  - ◊ Crisis Era: 26 cards
  - ◊ Golden Twenties Era: 31 cards
  - ◊ Decline Era: 19 cards
- Shuffle the Mandatory and Election cards into the first stack, and place these cards on top of the second stack. This is the draw deck for the upcoming Era.
- At the start of the game, scenario setup instructions will indicate the number of Event cards dealt to each faction from the draw deck.
- Otherwise, deal each faction the number of Event cards indicated by the Timeline:
  - ◊ Crisis Era: 7 cards each
  - ◊ Golden Twenties Era: 9 cards each
  - ◊ Decline Era: 6 cards each

9.2 TUTORIAL SCENARIO (1921-1923)

This is a short and simplified scenario for players to familiarize themselves with core game rules and mechanics, before playing more complex scenarios.

Number of Rounds: 6
Length: 1–2 hours

SCENARIO SPECIAL RULES

- Ignore any "**Requires** _____" requirement listed on an Event card.
- Set aside the Stance markers for KPD and NSDAP; neither Stance track [1.3] is in play. All markers on both the KPD and NSDAP faction mats are always Available. Stances are treated as Pragmatic for all Events.
- The Reaction level is not limited by the level of Progress [5.7].

SCENARIO VICTORY CONDITIONS

- If no faction has won a Sudden Victory [3.1] or General Election Victory [3.2] by the end of the Late Year round in 1923, immediately hold Regional Elections followed by a General Election [7.0].

The General Election winner wins the game [7.3].

Reminder: *NP Coalition may not win a Sudden Victory during the Crisis Era [8.3].*

SCENARIO SETUP

Event Deck Preparation:

- Prepare the Crisis deck as per the deck preparation instructions [9.1].
- Each faction draws 5 Event cards as their opening hand.

Special Cards:

- *Article 48* card: Coalition
- *Reichstag Seats* card: Uncontrolled; set it aside until the next General Election
- All Parliamentary Control cards: Coalition

Tracks:

- **Momentum:** Coalition

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- **Economy:** 2 boxes to the left of Stable (towards Hyperinflation)
  - ◊ 2 Middle Class Sympathies, one in each box
- **Progress: 2** and **Reaction: 3**
  - ◊ 2 yellow Leverage in boxes 2 and 3
  - ◊ 2 black Leverage in boxes 2 and 3
  - ◊ 3 Middle Class Sympathies in boxes 3 – 5
  - ◊ 4 Reforms in boxes 2 – 5
  - ◊ 1 Assassinations in box 2
  - ◊ 1 NSDAP Cadre in box 4
  - ◊ 1 Conservative Clique in box 5
- **U.S. Deals:** 1
  - ◊ 4 yellow Leverage in boxes 2 – 5
  - ◊ 3 Dollar Dependence in boxes 3 – 5
- **U.S.S.R. Deals:** 2
  - ◊ 3 Reichswehr in boxes 1, 3, and 5
  - ◊ 2 KPD Cadres in boxes 4 and 5
  - ◊ 1 black Leverage in box 3
  - ◊ 1 yellow Leverage in box 4
- **Timeline:**
  - ◊ Early Year, 1921

Faction Mats:

- Coalition : Unity is Sound, all remaining Coalition Freikorps (unrevealed side up), 1 Reformation.
- KPD : Stance is not in play, all remaining Worker Militia, 2 KPD Cadres in boxes 1 and 2, 3 Strikes/Uprisings in boxes 2–4, 1 General Strike, 1 Revolution.
- NSDAP : Stance is not in play, all remaining SA, 3 NSDAP Cadres in boxes 1–3, 1 Assassinations, 1 NSDAP Putsch.
- RC : 1 black Leverage in box 4, 1 Conservative Clique in box 2, 1 Assassinations, 1 RC Putsch, 2 Middle Class Sympathies.

Map Setup (see Graphic Guide A):

- Shuffle all Coalition Freikorps units and set up all Coalition Freikorps units with their unrevealed side showing.
- Place a Coalition marker in all Parliamentary Control boxes on the map.
- Set aside all faction PV markers for now.

Final Setup Steps:

- Place all remaining units and pieces in their appropriate boxes on the faction mats.
- As the Momentum faction, the Coalition determines the turn order for the upcoming Year. If the Coalition is an NP faction, determine Turn Order for the start of the scenario by revealing the top NP Coalition bot card. Set Turn Order in the order listed, with NP Coalition last [8.4].
- Begin the game in the Early Year round of 1921.

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9.2 CITIES

9.3 A Time for Revolution? (1919–1923)

This is a short scenario that recreates the turbulent and violent first five years of the Republic, suitable for experienced players.

Number of Rounds: 10
Length: 1.5–2 hours

Will the future of Germany be decided on the streets or in parliament? This question looms over the young Republic. Its inception is marked not only by economic instability but also by spiraling political violence. Disgruntled veterans flock to the well-armed militias of the far Right, while workers and Left-leaning intellectuals are rapidly radicalized by the Russian Revolution's promises of a Communist world order. The middle classes, still trying to grasp the reality of Germany's humiliation in the Great War, look on in shock and horror.

Thus, the newly elected government is faced with a harsh dilemma: how will it secure law and order and prevent the extremists from garnering more popular support, while also staying true to the democratic principles of the new Republic? How far can the Republic go in its defense of democracy and still remain a democracy?

SCENARIO SPECIAL RULES

- The Reaction level is not limited by the level of Progress [5.7].
- The Momentum faction may call an Extra Election by playing either an Available Parliamentary Control card or the ***Reichstag Seats*** card on their turn. That card is now spent until reset during the next Regional Election. Hold a full Election Cycle during the next Election Step [7.0]. Only one Extra Election may be called during the game. Calling an extra election does not block another player from playing an Election card this round, but if one is played, only hold a single Election Cycle during the Election Step.

SCENARIO VICTORY CONDITIONS

- If no faction has won a Sudden Victory [3.1] or General Election Victory [3.2] by the end of the Late Year round in 1923, immediately hold Regional Elections followed by a General Election [7.0]. In addition to the normal General Election modifiers [7.2], apply the following additional modifiers to each faction's total PV:
  - ◊ Supremacy in Berlin: +5 PV
  - ◊ Supremacy in any other City: +3 PV each
  - ◊ Uprisings on the map (KPD only): +2 PV each
  - ◊ Assassinations on the map (Coalition only): –3 PV each

The General Election winner wins the game [7.3].

Reminder: *NP Coalition may not win a Sudden Victory during the Crisis Era [8.3].*

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SCENARIO SETUP

Event Deck Preparation:

- Prepare the Crisis deck as per the deck preparation instructions [9.1].
- Each faction draws 7 Event cards as their opening hand.

Special Cards:

- *Article 48* card: Coalition
- *Reichstag Seats* card: Uncontrolled; set it aside until the next General Election
- All Parliamentary Control cards: Coalition

Tracks:

- **Momentum:** Coalition
- **Economy:** Stable
  - ◊ 2 Middle Class Sympathies, one in each box
- **Progress: 1** and **Reaction: 2**
  - ◊ no yellow Leverage
  - ◊ 1 black Leverage in box 2
  - ◊ 4 Middle Class Sympathies in boxes 2 – 5
  - ◊ 4 Reforms in boxes 2 – 5
  - ◊ 1 Assassinations in box 2
  - ◊ 2 NSDAP Cadres in boxes 3 – 4
  - ◊ 1 Conservative Clique in box 5
- **U.S. Deals: 1**
  - ◊ 5 yellow Leverage in boxes 1 – 5
  - ◊ 3 Dollar Dependence in boxes 3 – 5
- **U.S.S.R. Deals: 1**
  - ◊ 3 Reichswehr in boxes 1, 3, and 5
  - ◊ 2 yellow Leverage in boxes 2 and 4
  - ◊ 3 KPD Cadres in boxes 2, 4, and 5
  - ◊ 1 black Leverage in box 3
- **Timeline:**
  - ◊ Early Year, 1919

Faction Mats:

- Coalition : Unity is Sound, all remaining Coalition Freikorps (unrevealed side up), 1 Reformation.
- KPD : Stance is 1 box to the left of Revolutionary, all remaining Worker Militia, 2 KPD Cadres in boxes 1 and 2, 4 Strikes/Uprisings in boxes 1–4, 1 General Strike, 1 Revolution.
- NSDAP : Stance is Revolutionary, all SA, 3 NSDAP Cadres in boxes 1–3, 1 Assassinations, 1 NSDAP Putsch.
- RC : All remaining RC Rogue Freikorps, 4 black Leverage in boxes 1–4, 1 Conservative Clique in box 2, 1 Assassinations, 1 RC Putsch, 1 Middle Class Sympathies.

Map Setup (see Graphic Guide **B**):

- Shuffle all Freikorps units. Set up all Coalition Freikorps units with their unrevealed side showing.
- Place a Coalition marker in all Parliamentary Control boxes on the map.
- Set aside all faction PV markers for now.

Final Setup Steps:

- Place all remaining units and pieces in their appropriate boxes on the faction mats.
- As the Momentum faction, the Coalition determines the turn order for the upcoming Year. If the Coalition is an NP faction, determine Turn Order for the start of the scenario by revealing the top NP Coalition bot card. Set Turn Order in the order listed, with NP Coalition last [8.4].
- Begin the game in the Early Year round of 1919.

B

9.3 REGIONS

Schleswig-Holstein:	
Mecklenburg:	
Pommern:	
Posen-Westpreußen:	
Ostpreußen:	
Oldenburg:	
Provinz Hannover:	
Provinz Sachsen:	

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Brandenburg:

Provinz Westfalen:

Waldeck and Lippe:

Braunschweig and Anhalt:

Sachsen:

Niederschlesien:

Oberschlesien:

Rheinprovinz:

Hessenprovinz:

Thüringen:

Hessen:

Baden:

Württemberg:

Bayern:

9.3 CITIES

Hamburg:

Köln: Coalition Supremacy 2

München: Coalition Supremacy 2

Berlin: 2 2 Coalition Supremacy 1 2

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9.4 A New Hope (1924–1933)

This is a medium-length scenario, from the start of the Golden Twenties Era to the end of the Decline Era, for players who wish to experience the rise and collapse of the Republic.

Number of Rounds: 20
Length: 4–6 hours

Emerging from the violence and chaos of its first few years, the young German democracy has reached tentative stability. The economy is on its feet again, and welfare reforms are well underway. American money also brings American culture: jazz, night clubs, and hip fashion have made Berlin the epitome of a modern metropolis.

But while some celebrate, others lick their wounds and prepare for the future. The old elites have not given up their dreams of a return to old authoritarian ways, and extremists from both sides learned their lessons during the crisis years. The Republic is here to stay—for now—and its enemies must adapt their strategies to the democratic system and its challenges. Will freedom and modernity prevail without providing fertile ground for the enemies of democracy to flourish?

SCENARIO VICTORY CONDITIONS

- If no faction has won a Sudden Victory [3.1], General Election Victory [3.2], or Event Card Victory [3.3] by the end of the Late Year round in 1933, the game will end with either a full Election Cycle or a Coalition victory:
  - ◊ If the Coalition (only) had any Held Cards Penalty [4.0, Step 6] in the last round, immediately hold Regional Elections followed by a General Election [7.0]. The General Election winner wins the game [7.3].
  - ◊ Otherwise, the Coalition wins the game.

SCENARIO SETUP

Event Deck Preparation:

- Remove the Crisis Era cards from the game.
- Set aside the Decline Era cards until needed at the start of 1930.
- Prepare the Golden Twenties deck as per the deck preparation instructions [9.1].
- Each faction draws 9 Event cards as their opening hand.

Special Cards:

- *Article 48* card: Coalition
- *Reichstag Seats* card: Radical Conservatives
- All Parliamentary Control cards: Coalition

Tracks:

- **Momentum:** Coalition
- **Economy:** Stable
  - ◊ 2 Middle Class Sympathies, one in each box
- **Progress: 2** and **Reaction: 3**
  - ◊ 2 yellow Leverage in boxes 2 and 3
  - ◊ 2 black Leverage in boxes 2 and 3
  - ◊ 2 Middle Class Sympathies in boxes 4 and 5
  - ◊ 4 Reforms in boxes 2 – 5
  - ◊ 1 Assassinations in box 2
  - ◊ 1 NSDAP Cadre in box 4
  - ◊ 1 Conservative Clique in box 5
- **U.S. Deals: 2**
  - ◊ 3 yellow Leverage in boxes 3 – 5
  - ◊ 3 Dollar Dependence in boxes 3 – 5
- **U.S.S.R. Deals: 2**
  - ◊ 2 Reichswehr in boxes 3 and 5
  - ◊ 2 yellow Leverage in boxes 2 and 4
  - ◊ 1 black Leverage in box 3
  - ◊ 2 KPD Cadres in boxes 4 and 5
- **Timeline:**
  - ◊ Early Year, 1924

Faction Mats:

- Coalition : Unity is Strong, 1 Reformation, 1 Middle Class Sympathies.
- KPD : Stance is Pragmatic, all remaining Worker Militia, 2 KPD Cadres in boxes 1 and 2, 4 Strikes/Uprisings in boxes 1–4, 1 General Strike, 1 Revolution.
- NSDAP : Stance is Pragmatic, all remaining SA, 3 NSDAP Cadres in boxes 1–3, 1 Assassinations, 1 NSDAP Putsch.
- RC : All remaining Rogue Freikorps (including revealed Rogue Freikorps, see Map Setup below), 2 black Leverage in boxes 3 and 4, 1 Assassinations, 1 RC Putsch, 2 Middle Class Sympathies.

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Map Setup (see Graphic Guide **C**):

- Reveal all Coalition Freikorps. Remove 3 revealed Rogue Freikorps and 3 loyal Freikorps from the game. All remaining revealed Rogue Freikorps units belong to the RC faction: place them on the RC faction mat.
- Place a Coalition marker in all Parliamentary Control boxes on the map.
- Set aside all faction PV markers for now.

Final Setup Steps:

- Place all remaining units and pieces in their appropriate boxes on the faction mats.
- As the Momentum faction, the Coalition determines the turn order for the upcoming Year. If the Coalition is an NP faction, determine Turn Order for the start of the scenario by revealing the top NP Coalition bot card. Set Turn Order in the order listed, with NP Coalition last [8.4].
- Begin the game by starting the first Early Year round of 1924.

C

9.4 REGIONS

Schleswig-Holstein:

Mecklenburg:

Pommern:

Posen-Westpreußen:

Ostpreußen:

Oldenburg:

Provinz Hannover:

Provinz Sachsen:

Brandenburg:

Provinz Westfalen:

Waldeck and Lippe:

Braunschweig and Anhalt:

Sachsen:

Niederschlesien:

Oberschlesien:

Rheinprovinz:

Hessenprovinz:

Thüringen:

Hessen:

Baden:

Württemberg:

Bayern:

Leverage

9.4 CITIES

Hamburg:

Köln:

München:

Cadre

NSDAP Supremacy

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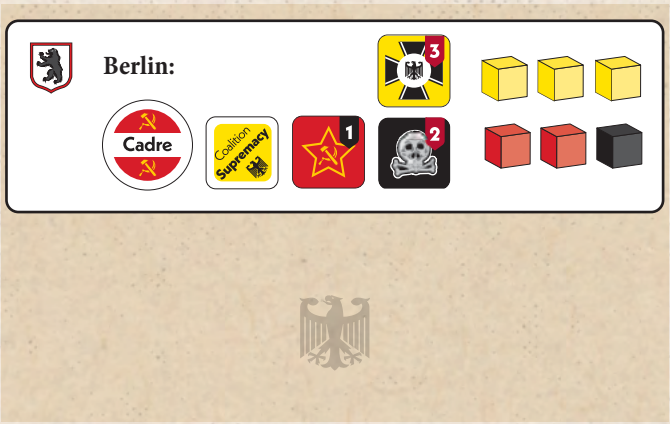

9.5 Black Sun Rising (1928–1933)

This is a short and fast-moving scenario recreating the turbulent final years of the Weimar Republic. Suitable for tournaments or quick matches between experienced players.

Number of Rounds: 12

Length: 2–3 hours

After a period of relative calm and stability, most Germans have almost regained their trust in democracy. The 1928 Elections showed strong support for the Coalition, though conservatives retain avid supporters among the old élites and the Communists still dominate segments of the working class. The National Socialists remain a fringe movement, albeit with the sympathies of certain elements of the Mittelstand, the German middle class.

Yet dark clouds again loom on the horizon; in just a few years, the Wall Street crash will plunge the entire Western world into economic chaos. With its dependence on U.S. loans, the German economy is inextricably tied to the American market and will be the first to suffer major blows once the crisis goes global. What the Great Depression will do to Germany's political landscape is anyone's guess, but there is no doubt that liberal democracy is about to face its greatest challenge yet.

SCENARIO SPECIAL RULES

- Set aside the Stance markers for KPD and NSDAP; neither Stance track [1.3] is in play. All markers on both the KPD and NSDAP faction mats are always Available. Stances are treated as Pragmatic for all Events.
- The Reaction level is not limited by the level of Progress [5.7].

SCENARIO VICTORY CONDITIONS

- If no faction has won a Sudden Victory [3.1], General Election Victory [3.2], or Event Card Victory [3.3] by the end of the Late Year round in 1933, the game will end with either a full Election Cycle or a Coalition victory:
  - ◊ If the Coalition (only) had any Held Cards Penalty [4.0, Step 6] in the last round, immediately hold Regional Elections followed by a General Election [7.0]. The General Election winner wins the game [7.3].
  - ◊ Otherwise, the Coalition wins the game.

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SCENARIO SETUP

Event Deck Preparation:

- Remove all Crisis Era cards and the Golden Twenties Election cards from the game.
- Set aside the Decline Era cards until needed at the start of 1930.
- Locate Lingering Event cards #54 *Gustav Stresemann* and #57 *Paul von Hindenburg*. Both of these Lingering Events start the scenario in effect.
- Locate all remaining Golden Twenties Era Lingering Event cards. Shuffle these cards and draw 3 at random. These 3 Lingering Events also start the scenario in effect. Remove the remainder from the game.
- Shuffle the remaining Golden Twenties Event cards (i.e., all cards except Lingering Events and Election cards) to create the Event card deck.
- Each faction draws 3 Event cards as their opening hand.

Special Cards:

- *Article 48* card: Coalition
- *Reichstag Seats* card: Radical Conservatives
- Köln Parliamentary Control card: Uncontrolled; set it aside until the next Regional Election in Köln
- All remaining Parliamentary Control cards: Coalition

Tracks:

- **Momentum:** Coalition
- **Economy:** Stable
  - ◊ 2 Middle Class Sympathies, one in each box
  - ◊ 2 Dollar Dependence markers, one each in the two leftmost boxes
- **Progress: 4** and **Reaction: 3**
  - ◊ 3 yellow Leverage in boxes 2–4
  - ◊ 2 black Leverage in boxes 2 and 3
  - ◊ 2 Middle Class Sympathies in boxes 4 and 5
  - ◊ 4 Reforms in boxes 2–5
  - ◊ 1 Assassinations in box 2
  - ◊ 2 NSDAP Cadres in boxes 3 and 4
  - ◊ 1 Conservative Clique in box 5
- **U.S. Deals: 4**
  - ◊ 2 yellow Leverage in boxes 4 and 5
  - ◊ 1 Dollar Dependence in box 5
- **U.S.S.R. Deals: 4**
  - ◊ 1 Reichswehr in box 5
  - ◊ 1 yellow Leverage in box 4
  - ◊ 2 KPD Cadres in boxes 4 and 5
- **Timeline:**
  - ◊ Early Year, 1928

Faction Mats:

- Coalition : Unity is Sound, 1 Reformation, 1 Middle Class Sympathies.
- KPD : Stance is not in play, all remaining Worker Militia, 2 KPD Cadres in boxes 1 and 2, 4 Strikes/Uprisings in boxes 1 –4, 1 General Strike, 1 Revolution.
- NSDAP : Stance is not in play, all remaining SA, 2 NSDAP Cadres in boxes 2 and 3, 1 Assassinations, 1 NSDAP Putsch, 1 Middle Class Sympathies.
- RC : All remaining Rogue Freikorps (including revealed Rogue Freikorps, see Map Setup below), 2 black Leverage in boxes 3 and 4, 1 Assassinations, 1 RC Putsch, 1 Middle Class Sympathies.

Map Setup (see Graphic Guide **D**):

- Reveal all Coalition Freikorps. Remove 3 revealed Rogue Freikorps and 3 loyal Freikorps from the game. All remaining revealed Rogue Freikorps units belong to the RC faction: place them on the RC faction mat.
- Leave the Parliamentary Control box for Köln empty and set aside its Control marker for now.
- Place a Coalition marker in all other Parliamentary Control boxes on the map.
- Set aside all faction PV markers for now.

Final Setup Steps:

- Place all remaining units and pieces in their appropriate boxes on the faction mats.
- As the Momentum faction, the Coalition determines the turn order for the upcoming Year. If the Coalition is an NP faction, determine Turn Order for the start of the scenario by revealing the top NP Coalition bot card. Set Turn Order in the order listed, with NP Coalition last [8.4].
- Begin the game by starting the first Early Year round of 1928.

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D

9.5 REGIONS

Schleswig-Holstein:

Mecklenburg:

Pommern:

Posen-Westpreußen:

Ostpreußen: Leverage; 2; RC Supremacy

Oldenburg:

Provinz Hannover:

Provinz Sachsen:

Brandenburg:

Provinz Westfalen:

Waldeck and Lippe:

Braunschweig and Anhalt:

Sachsen:

Niederschlesien:

Oberschlesien:

Rheinprovinz:

Hessenprovinz:

Thüringen:

Hessen:

Baden:

Württemberg:

Bayern: 2; 1; RC Supremacy; Leverage

9.5 CITIES

Hamburg: KPD Supremacy; 1

Köln: KPD Supremacy; Cadre; 1; 1

München: Cadre; Coalition Supremacy; 1; 3; 1

Berlin: 1; 3; Leverage; Coalition Supremacy; 1; 2

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9.6 The Fate of the Republic (1919–1933)

This is the full campaign scenario, recreating the entire life of the Weimar Republic in all its grime and glory, suitable for experienced players.

Number of Rounds: 30
Length: 5–8 hours

The Great War is over, and Germany has been brought to its knees. After suffering a humiliating defeat at the hands of the Allied nations, the former Great Power is now confronted with the death of millions of citizens, severe economic crises, and political turmoil that threatens to plunge the entire nation into civil war.

But the first democratic elections have been held, and the old monarchy is gone. The future of the fledgling Republic appears grim. No one can tell whether democracy will prevail, or if any of the radical factions rising out of the chaos will overthrow democracy and seize power for themselves. But one thing is perfectly clear: the coming years will not be remembered for peace and stability.

SCENARIO VICTORY CONDITIONS

- If no faction has won a Sudden Victory [3.1], General Election Victory [3.2], or Event Card Victory [3.3] by the end of the Late Year round in 1933, the game will end with either a full Election Cycle or a Coalition victory:
  - ◊ If the Coalition (only) had any Held Cards Penalty [4.0, Step 6] in the last round, immediately hold Regional Elections followed by a General Election [7.0]. The General Election winner wins the game [7.3].
  - ◊ Otherwise, the Coalition wins the game.

Reminder: *NP Coalition may not win a Sudden Victory during the Crisis Era [8.3].*

SCENARIO SETUP

Event Deck Preparation:

- Set aside all Golden Twenties Era and Decline Era cards until needed during the New Era steps for 1924 and 1930, respectively.
- Prepare the Crisis deck as per the deck preparation instructions [9.1].
- Each faction draws 7 Event cards as their opening hand.

Special Cards:

- *Article 48* card: Coalition
- *Reichstag Seats* card: Uncontrolled, set it aside until the next General Election
- All remaining Parliamentary Control cards: Coalition

Tracks:

- **Momentum:** Coalition
- **Economy:** Stable
  - ◊ 2 Middle Class Sympathies, one in each box
- **Progress: 1** and **Reaction: 2**
  - ◊ no yellow Leverage
  - ◊ 1 black Leverage in box 2
  - ◊ 4 Middle Class Sympathies in boxes 2–5
  - ◊ 4 Reforms in boxes 2–5
  - ◊ 1 Assassinations in box 2
  - ◊ 2 NSDAP Cadres in boxes 3 and 4
  - ◊ 1 Conservative Clique in box 5
- **U.S. Deals: 1**
  - ◊ 5 yellow Leverage in boxes 1–5
  - ◊ 3 Dollar Dependence in boxes 3–5
- **U.S.S.R. Deals: 1**
  - ◊ 3 Reichswehr in boxes 1, 3, and 5
  - ◊ 2 yellow Leverage in boxes 2 and 4
  - ◊ 2 black Leverage in boxes 1 and 3
  - ◊ 3 KPD Cadres in boxes 2, 4, and 5
- **Timeline:**
  - ◊ Early Year, 1919

Faction Mats:

- Coalition : Unity is Sound, all remaining Coalition Freikorps (unrevealed side up), 1 Reformation.
- KPD : Stance is 1 box to the left of Revolutionary, all remaining Worker Militia, 2 KPD Cadres in boxes 1 and 2, 4 Strikes/Uprisings in boxes 1–4, 1 General Strike, 1 Revolution.
- NSDAP : Stance is Revolutionary, all SA, 3 NSDAP Cadres in boxes 1–3, 1 Assassinations, 1 NSDAP Putsch.
- RC : All remaining RC Rogque Freikorps, Conservative Clique in box 2, 1 Assassinations, 1 RC Putsch, 3 black Leverage in boxes 2–4, 1 Middle Class Sympathies.

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Map Setup (see Graphic Guide **E**):

- Shuffle all Freikorps markers. Set up all Coalition Freikorps units with their unrevealed side showing.
- Place a Coalition marker in all Parliamentary Control boxes on the map.
- Set aside all faction PV markers for now.

Final Setup Steps:

- Place all remaining units and pieces in their appropriate boxes on the faction mats.
- As the Momentum faction, the Coalition determines the turn order for the upcoming Year. If the Coalition is an NP faction, determine Turn Order for the start of the scenario by revealing the top NP Coalition bot card. Set Turn Order in the order listed, with NP Coalition last [8.4].
- Begin the game by starting the first Early Year round of 1919.

E

9.6 REGIONS

Schleswig-Holstein:

Mecklenburg:

Pommern:

Posen-Westpreußen:

Ostpreußen:

Oldenburg:

Provinz Hannover:

Provinz Sachsen:

Brandenburg:

Provinz Westfalen:

Waldeck and Lippe:

Braunschweig and Anhalt:

Sachsen:

Niederschlesien:

Oberschlesien:

Rheinprovinz:

Hessenprovinz:

Thüringen:

Hessen:

Baden:

Württemberg:

Bayern:

9.6 CITIES

Hamburg:

Köln: Coalition Supremacy 2

München: Coalition Supremacy 2

Berlin: 2 2 Coalition Supremacy 1 2

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10.0 Tutorial

This tutorial is intended to guide new players through one game Year, consisting of an Early Year round and a Late Year round, using examples of play to illustrate how the basic rules of *The Weimar Republic* work. Since the tutorial uses the Tutorial Scenario [9.2], a number of more complex rules are not in play:

- Ignore any "**Requires _____**" requirement to play an Event card.
- Set aside the Stance markers for KPD and NSDAP; neither Stance track [1.3] is in play. All markers on both the KPD and NSDAP faction mats are always Available. Stances are treated as Pragmatic for all Events.
- The Reaction level is not limited by the level of Progress [5.7].
- The tutorial uses asterisks (*) to indicate situations in which these rules would normally be in effect, with cross references to the relevant rules sections.

Once you are comfortable with the core mechanics, we strongly recommend setting up a scenario using the full rules and playing a few rounds, to familiarize yourself with the finer nuances of political struggle in interwar Germany.

Follow all setup instructions for the Tutorial Scenario [9.2]. When drawing cards for each faction's opening hand, instead deal the following cards to each faction:

- Coalition : *#6 Bayerische Räterepublik, #13 Triumvirate, #23 Organization Consul, #24 Berlin Riots, #47 Party Politics.*
- KPD : *#11 Aufstände in Oberschlesien, #38 Küstrin Putsch, #46 Corporatism, #49 Class Traitors, #152 Crisis era Election* card.
- NSDAP : *#7 Ruhrbesetzung, #10 Freikorps Demobilization, #12 Polnischer Korridor, #24 Feme Murders, #34 Fürstenenteignung.*
- Radical Conservatives : *#2 Braun Coalition, #5 Kapp Putsch, #4 Friedrich Ebert, #26 USPD Party Splits, #51 Intellectuals.*

10.1 Overview

The Weimar Republic is all about the loyalty of the people. The winning faction will be the one who manages to convince the German public that it is best suited to rule the country. Even though violent coups d'état are real possibilities, no faction will succeed without enough popular support.

In game terms, this means dominating regions and cities (collectively referred to as spaces [1.2]) through ideological and political Influence [1.5]. By having more Influence Cubes than each other faction in a given space, that faction has **Dominance** [5.9] in that space.

Dominance is important both because it allows a faction a wider variety of Actions [6.0] in a space, and because it will win that faction Elections [7.0] and give them Parliamentary Control [5.10]. But more about that later on.

While propaganda, rallies, and public meetings are all very important to shape the ideological landscape of the Weimar Republic, armed struggle (or at least the threat thereof) could prove to be just as vital to a faction's success. That's where each faction's units [1.4] come into play. The faction whose units have the most Survival Value in a space has **Supremacy** [5.9] in that space, blocking opponents' ability to remove their Influence cubes. Supremacy is also part of several factions' victory conditions.

There are also a number of faction-specific tools available. The Coalition and the Radical Conservatives use Leverage [5.4], representing economic influence over unions, businesses, land owners, and industrialists, mainly to manipulate the Economy track [5.5] (which may swing between Hyperinflation and Mass Unemployment) and the Progress and Reaction tracks [5.7] (both of which open up more tools and options as they rise). The KPD can instigate **Strikes** [1.5], which in turn may spark **Uprisings** [1.5]. KPD can also place propaganda infrastructure in the form of **Cadres** [1.5], an ability they share with NSDAP. Both the NSDAP and the Radical Conservatives have the ability to Place Assassinations [1.5].

Let's take a look at how it all plays out by starting the Early Year round in the first Year of the Tutorial Scenario, 1921.

10.2 Early Year Round, 1921

We join the fray at a time of crisis for the young Republic in 1921. Berlin is highly contested, with no faction having Dominance or Supremacy (but the Coalition has Parliamentary Control). Bayern is dominated by the Radical Conservatives, and the industrial regions in the west and south have strong KPD Presence. NSDAP is still a fringe movement but has built a network of activists and supporters in München. Militias and militants are amassing in the streets of key cities. The economy is spiraling out of control, heading towards Hyperinflation, and reactionary sentiments among the public are spreading rapidly, with the middle classes flocking to the conservative camp.

First, the Coalition player needs to determine the Turn Order [5.8] for the Year. Normally turn order would be determined at the end of the Year, but the scenario setup instructions have the Momentum faction (here, the Coalition) determine Turn Order before the start of the game.

The Coalition player decides that the turn order for 1921 will

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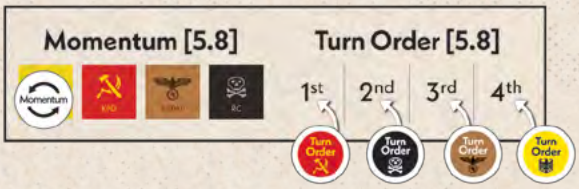
be as follows: KPD–Radical Conservatives–NSDAP–Coalition.

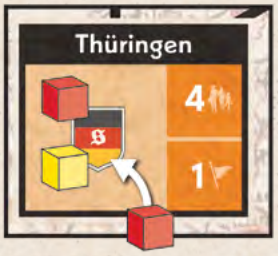


The reason for this is that it is often (but not always) beneficial to go last in a round, and the Coalition player wishes to discern which strategies the other factions will attempt to pursue. Adjust the Turn Order track to reflect this. Note that this will be the Turn Order for both the Early Year and the Late Year Rounds of 1921.

Early Year Round, 1921: KPD Action Step

The KPD goes first and now has three options: perform 1 Action, play an Event card and perform 2 Actions, or Pass (which gives them the option to discard 1 Event card and draw a replacement) [6.0]. Had the KPD player possessed the ***Reichstag Seats*** card [1.6] or any Parliamentary Control Card [1.6], they could have used these as well *(we'll explain how those cards work later on)*.

The KPD player decides to save their Event cards for whatever the future may hold and performs just 1 Place Influence Action [6.4], in order to increase the number of spaces in which they have Dominance (which will be needed to place more Strikes [1.5], which in turn may be flipped to become Uprisings that are required for KPD Sudden Victory [3.1]). Reviewing the map, the KPD player notes two spaces where they can achieve Dominance with just 1 Action: Braunschweig/Anhalt and Thüringen. KPD would love to add Influence to Berlin and München, but those spaces have already reached their Population Limit and no new Influence cubes may be placed there until some are removed first. Both already have KPD Presence, which makes them eligible for Influence placement, and only 1 more Influence is required in each of them to achieve KPD Dominance (but KPD may still only select one space for this Action).



The KPD player decides to place 1 Influence cube in Thüringen, gaining Dominance there. If the KPD maintains their Dominance in Thüringen, it will also gain 1 Political Value in the Southern States during the next Election Cycle [7.0].

Early Year Round, 1921: Radical Conservatives Action Step

It is now the Radical Conservatives's turn. They have the same three options as KPD: perform 1 Action, play an Event card and perform 2 Actions, or Pass. The RC player opts to play an Event card and perform 2 Actions, playing Event card #5 ***Kapp Putsch***.

As the active faction, the Radical Conservatives choose whether Event effects should be implemented before or after performing Actions [6.1]. They choose the former.

Unless given an option, the active faction must implement Event effects as much as possible: Berlin now becomes Uncontrolled, so the Coalition Parliamentary Control token is removed and the Berlin Parliamentary Control card, previously held by the Coalition player, is placed beside the board. There are no Available Rogue Freikorps on the Radical Conservatives player mat, so that Event effect cannot be implemented. However, there are Available Strikes on the KPD player mat*, so 1 Strike must be placed in Berlin. The Coalition Unity track [5.3] is also adjusted so that Coalition Unity becomes Strong. Lastly, the (L) icon indicates that ***Kapp Putsch*** is a Lingering Event [6.1], place it in the Lingering Events box on the map.

***Note:** *Normally the position of the KPD Stance track [5.3] would determine whether any Strikes are Available; for this Tutorial Scenario, all pieces on the KPD faction mat are always Available.*

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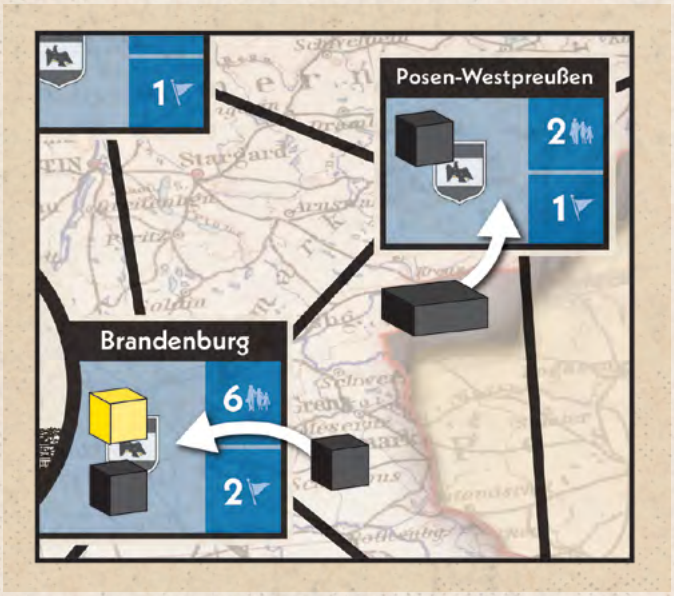
With Event effects implemented, the Radical Conservatives may now perform any 2 Actions. Since RC Influence placement is often tied to Conservative Cliques [1.5] and the number of Middle Class Sympathies pawns [1.5] on the Radical Conservatives faction mat [5.3], the RC player decides to focus on building a strong infrastructure for future Influence placement. Now is also a good opportunity, since the Radical Conservatives have one Available Conservative Clique (due to the first two black Leverage already having been removed from the Economic Influence track on their faction mat [5.3]), and their Dominance in Posen-Westpreußen makes it an attractive space due to its proximity to Berlin.

Using their first Action, the RC faction chooses the Place Conservative Clique Action [6.6] and moves their Available Conservative Clique from the RC faction mat to Posen-Westpreußen, which gives the Radical Conservatives more flexibility when placing Influence in the north-east.



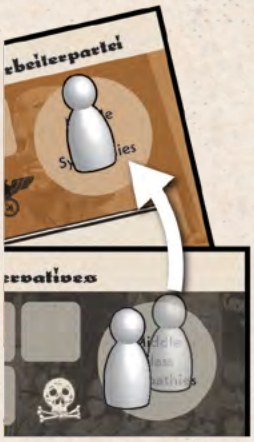
For their second Action, the Radical Conservatives player wants to use this new reach to use their Place Influence Action [6.6] to gain some Political Value [7.0]. With the Conservative Clique in Posen-Westpreußen and 2 Middle Class Sympathies on their faction mat, RC may now select a space within 2 spaces of Posen-Westpreußen [6.6].

Berlin would be the obvious target, but the Radical Conservatives player does not place there for now, for one major reason: with 6 Influence cubes present in total, Berlin's Population Number [5.12] has been reached, meaning that the Radical Conservatives would not be able to place any Influence of their own, only remove an opponent's Influence. Since both the KPD and the Coalition will act before the Radical Conservatives's next turn, that would mean providing room for one of them to place an extra Influence cube (which would in turn gain ***them*** Dominance) in Berlin.

With this in mind, the Radical Conservatives decide to go for Brandenburg instead, placing one black Influence Cube there. They now have Dominance in that space and will gain 2 Political Value in the Prussian Provinces during the next Election Cycle [7.0] if they manage to hold onto their Dominance.

Early Year Round, 1921: NSDAP Action Step

The turn passes to the NSDAP. Like the KPD, the NSDAP decides to only use 1 Action. They opt to steal a Middle Class Sympathies pawn from the Radical Conservatives using a Move Middle Class Sympathies Action [6.5], and move one Middle Class Sympathies pawn from the RC faction mat to the NSDAP faction mat.



This is an option unique to the NSDAP—no other faction can move Middle Class Sympathies directly between faction mats, and NSDAP is required to have at least 1 Cadre on map to perform it. Of course, the NSDAP player wants to use this advantage both to hamper the Radical Conservatives' ability to place Influence (which is directly tied to the number of Middle Class Sympathies pawns on the Radical Conservatives faction mat), and to fulfill their own Sudden Victory conditions, which require them to have more Middle Class Sympathies than the Radical Conservatives [3.1].

Early Year Round, 1921: Coalition Action Step

Finally, it is the Coalition's turn. Since there's an urgent need to fix the Economy (currently positioned two boxes to the left of Stable, meaning that the Coalition may not place Influence cubes [5.5], and set to move further towards Hyperinflation next Year [4.0, Step 5]), the Coalition will need as many Actions as possible to salvage their position.

Said and done: the Coalition player chooses to play an Event card and perform 2 Actions, playing Event card **#27 *Berlin Riots***. Like the Radical Conservatives, the Coalition player chooses to implement Event effects first. Two Worker Militia are placed in Berlin; this doesn't help the Coalition at all, but they're given no choice here. The Coalition opts to use the second Event effect (note that the word "may" gives the active faction an option), first placing 1 Available Reichswehr unit in Berlin (from the U.S.S.R. Deals track) and thus securing Supremacy there with a total of 7 Survival Value against the Radical Conservatives' 4 and the KPD's 4 [5.9]. Lastly, the Coalition will Assault [6.2] in Berlin, targeting KPD.

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First off, the Coalition asks the Radical Conservatives player whether the Rogue Freikorps units in Berlin may be used to support the Coalition units in the Assault [6.2]. After some consideration, the Radical Conservatives player refuses. They would love to help crush the KPD—and they're curious if either of the unrevealed Freikorps in Berlin are secretly loyal to the Conservatives—but they don't want to risk losing any units in Berlin. They briefly consider lending support to KPD, but decide to let these two factions fight it out for now.

The Coalition units stand alone, but as they are not fighting Radical Conservatives units, they are not subject to any Loyalty Checks [6.2]. Each faction calculates their own Assault Strength. The Coalition has 1 Reichswehr and 2 Freikorps units, for a total SV of 7. No modifiers apply to Coalition forces. KPD has 4 Worker Militia, for a total SV of 4. To this, they add +1 for the Strike and +1 for the KPD Cadre, for a total Assault Strength of 6.

Now, both sides subtract a die roll from their totals. The Coalition rolls a 2; they have scored 7–2 = 5 Assault hits on KPD. KPD rolls a 5; they score 6–5 = 1 Assault hit on the Coalition.

As the attacker, the Coalition removes hits first. They must first remove KPD units—the Worker Militia—for 1 hit each. Removing all four leaves 1 hit left. Next, the Coalition removes the Strike, spending their last hit. All units and pieces are returned to their locations on the KPD Faction mat. KPD scored 1 hit, which is not enough to remove any Coalition units. As units must be removed first during an Assault, the KPD hit is lost.

The Coalition scored the most hits and would become the Momentum faction, but they are already the Momentum faction. Also, since the Coalition retains Supremacy in Berlin, they do not lose an Influence cube for being the attacker.*

***Note:** *If the KPD Stance tracks [5.3] were in play, KPD Stance would now move 1 box towards Revolutionary since they were the Defending Faction [6.2].*

Now that the Assault is concluded, the Coalition must implement the final effect of this Event card: KPD becomes the Momentum faction if all their Worker Militia are removed by the Assault in Berlin. Thus, despite their poor showing in the Assault, KPD steals the Momentum from the Coalition! With all Event effects carried out, it is now time for the Coalition to perform their 2 Actions.

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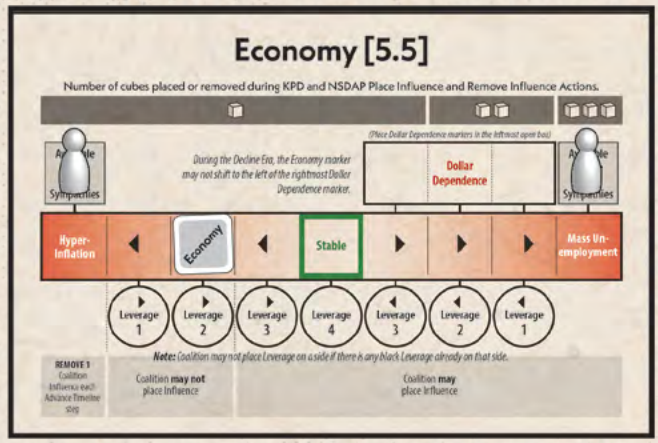
As previously mentioned, the German economy is currently in dire straits. Each Year of the Crisis Era ends with the Economy marker shifting 1 box towards Hyperinflation [4.0, Step 5], a state of affairs highly problematic for the Coalition. If the Economy marker reaches the Hyperinflation box, they are required to remove 1 Influence every round (and this also makes an extra Middle Class Sympathies Available). But even when the Economy marker hasn't yet reached Hyperinflation, things are looking grim: no Coalition Influence can be placed until the economy has been stabilized.



The only way to do this is by placing Coalition Leverage [5.4] on the Economy track. Not only do yellow Leverage markers keep the Economy marker from moving further towards either end of the track, they are also used to move the Economy marker closer to Stable.

Leverage markers are made Available by the position of both the U.S. Deals and the U.S.S.R. Deals tracks, but currently neither of these has any Available Leverage. So as their first Action, the Coalition performs an Increase Deals Action [6.3], shifting the U.S. Deals track 1 box to the right and thus making 1 Leverage Available.

As their second Action, the Coalition performs a Place Leverage on a Track Action [6.3] and places this Leverage on the "Leverage 1" space on the Economy track (Leverage must be placed starting with the lowest numbered unoccupied space). While this does not immediately affect the track, as the Economy marker is not currently positioned to the left of the newly placed Leverage counter [5.4], it will block the Economy marker from moving into Hyperinflation and also allow placement of another Leverage counter in the "Leverage 2" space on a later turn.

With their two Actions performed, the Coalition is now done with their turn—although they are in possession of all Parliamentary Control cards (except for Berlin), they opt to save those for later use.

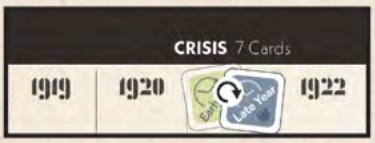
Early Year Round, 1921: Sudden Victory Step

There are no Sudden Victory markers on the Timeline, so this step may be skipped [4.0, Step 2].

Early Year Round, 1921: Elections Step

No Election cards were played in the last round, so this step is also skipped [4.0, Step 3].

Early Year Round, 1921: Advance Timeline Step



The General Strike marker is not on the Timeline, there are no Assassinations markers on the map, and the Economy marker is not at Hyperinflation, so these steps may be skipped. The only change we need to make is to flip the Year marker to its Late Year side [4.0, Step 4]. This concludes the first half of 1921. As we are starting the Late Year round, the New Year and New Era steps are skipped.

10.3 Late Year Round, 1921

Late Year Round, 1921: KPD Action Step

The KPD is the Momentum faction and the turn order remains the same: KPD–Radical Conservatives–NSDAP–Coalition. Going first, the KPD player decides to play the Crisis Era's sole **Election Card** [1.6]. This card acts like a normal Event, allowing the KPD faction to perform 2 Actions. However, except for granting Momentum to the active faction (which in this case is skipped because KPD is already the Momentum faction), the Election Card has no direct Event effect. Instead it means that an Election will be held in the current round, during the Elections Step [4.0, Step 3]. Set the Election card aside for now as a reminder for the end of the round.

KPD may now perform 2 Actions. With an Election coming, it is important to either secure Dominance in as many spaces as possible or at least make sure that the other factions' chances of any Parliamentary gains are as small as possible. Unfortunately, KPD is first in Turn Order this round; any strategic moves they make this turn will likely be undone by the other factions. But in Weimar Germany, you cannot always wait on optimal conditions before acting.

Going for the latter option of trying to deny their opponents any Parliamentary gains (and of course, also building Presence for

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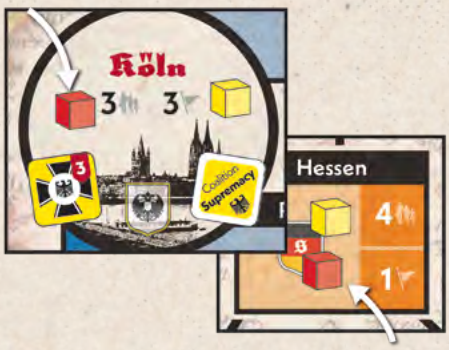
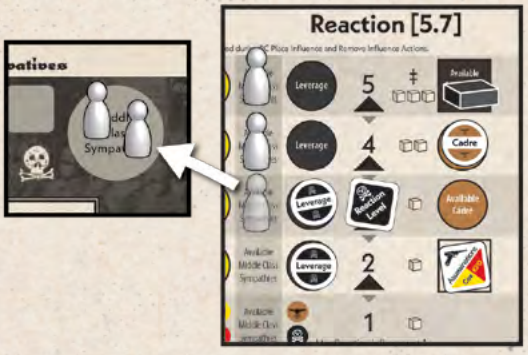
the future), the KPD player performs 2 Place Influence Actions [6.4], placing 1 red Influence cube each in Köln and Hessen, which are adjacent to KPD Influence already in Rheinprovinz. KPD may only place 1 Influence cube with each Action because of the current position of the Economy marker.



Köln is a City, so the Regional Election here will only count Influence in this one space. By matching the Coalition's Influence there, KPD threatens to deny the Coalition an Election victory, which would cause them to lose their Parliamentary Control card for Köln. Hessen, on the other hand, is a Southern State; it is one of five such spaces. A Regional Election here will count the Political Value of all Southern States. By matching the Coalition's Influence in Hessen, KPD also threatens the Coalition's Parliamentary Control over the entire Region.

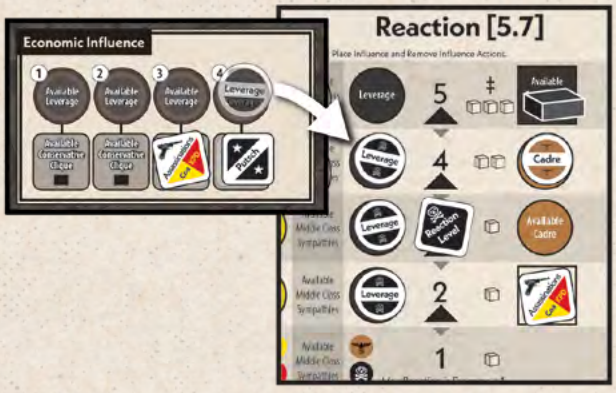
Late Year Round, 1921: RC Action Step

The turn now passes to the Radical Conservatives. They play Event card #51 ***Intellectuals*** and decide to perform their two Actions first. They are not overly concerned about the upcoming Election because their strategy this early tends more towards a violent seizure of power. But they do need Middle Class Sympathies, both to increase their reach and for their Sudden Victory conditions. Unlike the NSDAP, they may not steal Middle Class Sympathies directly from other factions, so their first Action will be a Move Middle Class Sympathies Action [6.6]. With Reaction at 3, there is one Middle Class Sympathies pawn Available on the Reaction track [5.1]. The RC player moves it to their faction mat.



For their next Action, the Radical Conservatives opt to kill two birds with one stone and perform a Place Leverage on a Track Action [6.6]. By removing 1 Available Leverage counter from the Economic Influence track on their faction mat, they make their Putsch Sudden Victory marker Available, and by placing it on the next empty space on the Reaction track, they make it possible to raise Reaction one additional box (*) in a future move [5.4].

***Note:** *Normally the Reaction track would be limited by the Progress track [5.7], but this rule is not in effect in the Tutorial scenario.*



After performing their Actions, the Radical Conservatives perform the Event, which forces them to draw a card from the Event deck. They draw Event card #25 ***London Payment Plan***. This is not a bad card for them as it only hurts the Coalition, but since they are not the Momentum faction, they may not choose to discard it. The turn now passes to the NSDAP.

Late year Round, 1921: NSDAP Action Step

With an Election coming up, the NSDAP shows their true colors and unleash a violent offensive against democracy. They play Event card #24 ***Feme Murders*** and choose to perform their two Actions first. As their first Action, they perform a Place Assassinations Action [6.5], using the one Assassinations marker that is Available to both NSDAP and RC on the Reaction track [5.7]. They target the Coalition and KPD in München, placing the Assassinations marker there with its yellow/red side showing. The NSDAP player removes 1 Coalition and 1 KPD Influence cube from München. Those factions are also now blocked from replacing their lost Influence there while the Assassinations marker remains!

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Since there are 2 Conservative Cliques on the map, and there is an Available Assassinations marker on the NSDAP faction map (*because of the *Tutorial Scenario's* special rule that all pieces on the KPD and NSDAP faction mat are always Available), NSDAP also takes advantage of an opportunity to strike at the Radical Conservatives. They move the Assassinations marker — with its black/brown side showing — from their faction mat to Bayern, which is an eligible space because RC does not have Supremacy there. They remove the Conservative Clique and return it to the RC faction mat.

The NSDAP's second Action will be a Place Influence Action [6.5], also in München. Note that although no faction may perform both a Remove Influence and a Place Influence Action in the same space on the same turn, the Coalition and KPD Influence cubes were removed as the result of the Place Assassinations Action. And although NSDAP may not use Place Influence in a space with a brown/black Assassinations marker, the Assassinations marker in München is on its red/yellow side. The NSDAP player places 1 brown NSDAP Influence cube in München. With their 2 cubes against the Radical Conservatives's 1, NSDAP now has Dominance in München.

It is now time to implement Event effects. Event card #24 ***Feme Murders***, instructs the active faction to remove up to 3 total Coalition and/or KPD Influence from any spaces for each yellow/red Assassinations marker on the map. There is one such Assassinations marker on map. The NSDAP player strikes at the heart of the Republic and removes 2 KPD and 1 Coalition Influence from Berlin. Note that Coalition Supremacy does not protect their Influence here during Events, only during an opponent's Remove Influence Action. This move opens up a major hole in the capital's ideological landscape. The previous stalemate in Berlin is gone, along with all KPD Presence there. The Radical Conservatives now have Dominance with 2 cubes against the Coalition's 1.

Having spread chaos across Germany, the NSDAP ends their turn.

Late Year Round, 1921: Coalition Action Step

After this severe attack on democracy, the turn finally passes to the Coalition. They will have a hard time rebuilding what has been lost, not least because the position of the Economy track prevents them from placing any Influence [5.5].

However, the Coalition faction has some powerful tools, including control over most of Germany: they possess all but one Parliamentary Control cards (all except Berlin, lost earlier to the ***Kapp Putsch*** Event card). They decide to play their Köln Parliamentary Control card, which gives them a free Action in Köln. They use it to perform a Remove Influence Action [6.3] to remove the last KPD Influence cube in Köln, returning Coalition

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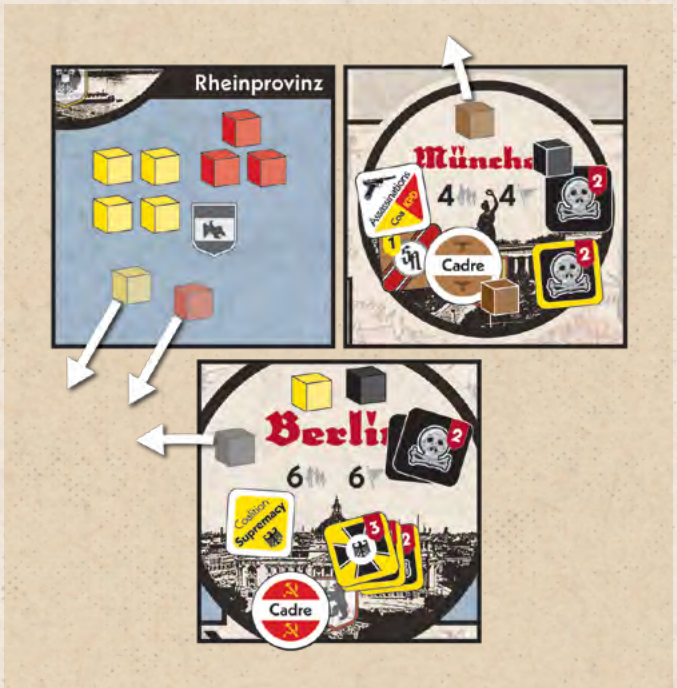
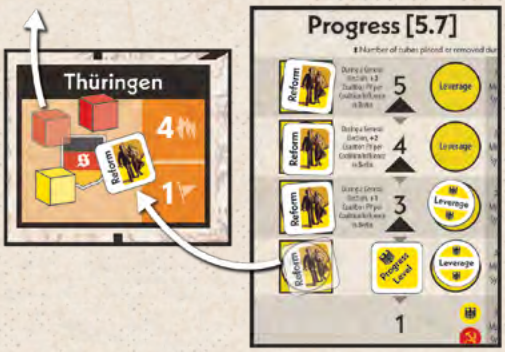
Dominance. The Parliamentary Control card then instructs the active faction to conduct a Clean Slate [5.11] in Köln, but since there are no Strikes, Assassinations, or Leverage markers present, this has no effect.

Then the Coalition plays Event card #47 ***Party Politics***. This card gives the active faction several options to choose from. The Coalition player chooses the third option. They remove 1 NSDAP Influence from München, 1 Radical Conservatives Influence from Berlin, and 1 KPD and 1 Coalition Influence from Rheinprovinz.



This further changes the political landscape for the upcoming Election, but the Coalition player is not done as they still have 2 Actions to perform.

First, they perform a Place Reform Action [6.3], taking 1 Available Reform marker from the Progress track and placing it in Thüringen, which is allowed because the Coalition holds the Parliamentary Control card for the Southern States.



As their second Action, the Coalition chooses a Remove Influence Action [6.3] to remove 1 KPD Influence from Thüringen. While the Economy track currently blocks the Coalition from *placing* Influence, they are always allowed to *remove* Influence.

Late Year Round, 1921: Sudden Victory Step

This step is once again skipped because there are no Sudden Victory markers on the Timeline.

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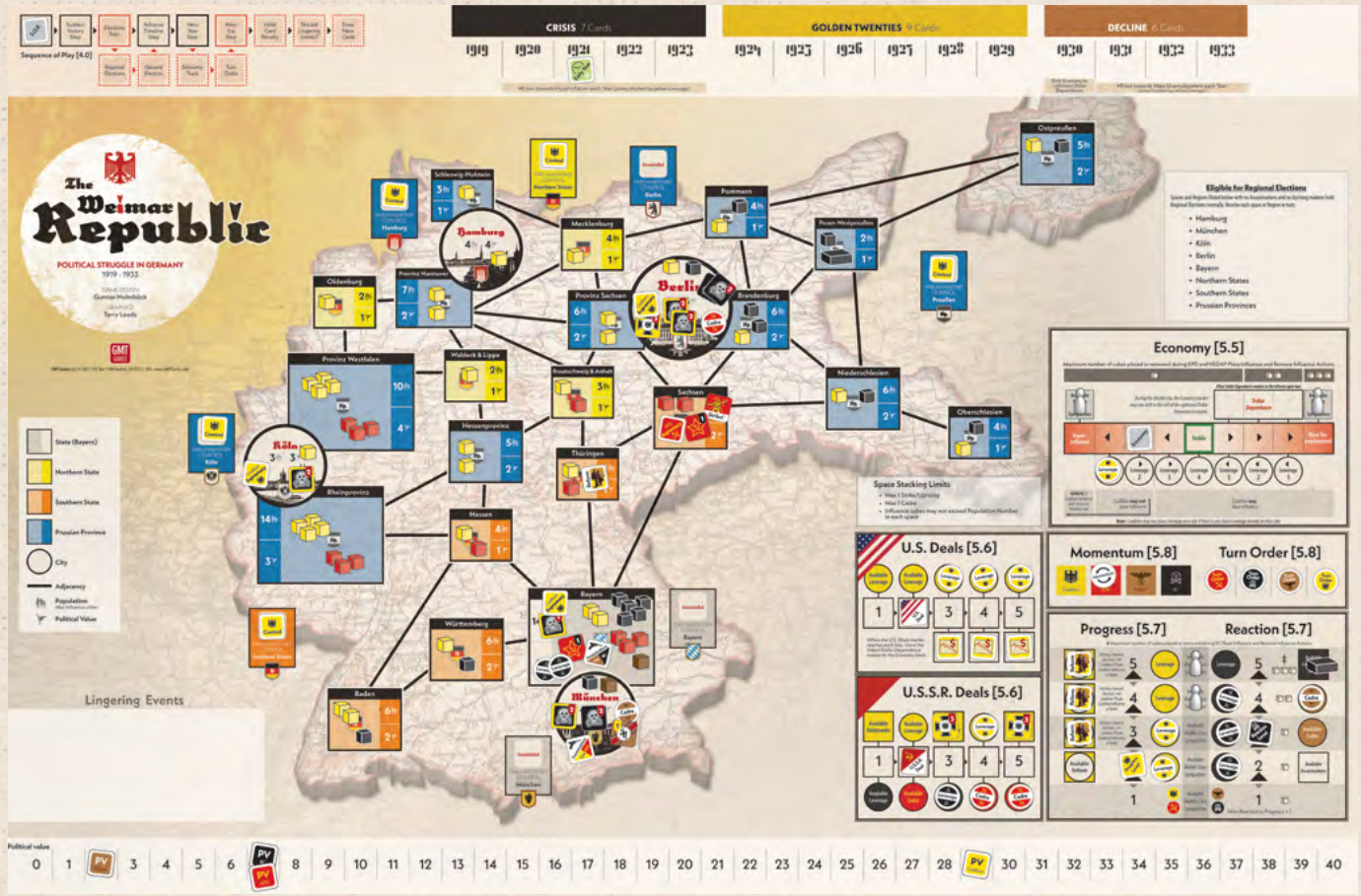

Late Year Round, 1921: Elections Step

An Election card was played this round, which means that both Regional Elections and a General Election must now be held.

Regional Elections are held in each City and Region in Germany [7.1]. In Bayern and each City, the faction with Dominance gets all of that space's Political Value (or PV for short) and wins the Election for that space. In Regions, the faction with Dominance in any space in that Region gains that space's PV. The faction with the most total PV among all spaces in that Region wins the Election for that Region. Factions that win an Election gain that City's or Region's Parliamentary Control card, ready to be used in upcoming rounds. And regardless of the outcomes of each Regional Election, each faction retains any PV gained, which will determine the outcome of the General Election.

Each Regional Election is held in turn, Cities first, then Bayern and each Region:

- In Hamburg, the Coalition has Dominance, and no modifiers apply. It gains +4 PV, and wins the Parliamentary Control card for Hamburg.
- In München, there is no Regional Election this turn: the Assassinations marker there cancels the Election this round. No factions gain PV for München and no faction takes control. Instead, the Coalition must give up their Parliamentary Control card and the Parliamentary Control marker is removed from the München box on the map.
- In Köln, like Hamburg, the Coalition has Dominance. They gain +3 PV and win the Parliamentary Control card for Köln, face-up and Available to be used. The Coalition moves their PV pawn to 7 on the PV track to record their total PV gain (so far).
- In Berlin, no faction has Dominance. However, KPD has 1 Cadre there, awarding KPD +2 PV and the Berlin Parliamentary Control card. They add a KPD Control marker to the Parliamentary Control box next to Berlin and also add +2 PV to their running PV total on the PV track.
- Bayern, like München, also has an Assassinations marker, so the Election here is canceled. No factions gain any PV for Bayern this turn. Bayern is now Uncontrolled and the Coalition gives up the matching Parliamentary Control card.
- In the Northern States, we need to calculate each space in that Region one-by-one. The Coalition has Dominance in Oldenburg, Mecklenburg, and Waldeck/Lippe, gaining +1 PV for each space. With 1 Coalition and 1 KPD Influence in Braunschweig/Anhalt, however, no

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faction has Dominance and thus no faction gains its PV. The Coalition has +3 PV total among the Northern States—all other factions have 0—so the Coalition wins the Election in the Northern States. They move their PV total pawn +3 to 10 and keep the Parliamentary Control card for the Northern States.

- In the Southern States, the Coalition gains +2 PV for Dominance in Baden and +3 PV for the Reform marker in Thüringen, for a total of +5 PV for the Southern States. KPD gains +2 PV for Dominance in Sachsen. The Coalition wins the Election in the Southern States and retains the matching Parliamentary Control card. Both Coalition and the KPD adjust their PV pawns on the PV track: the Coalition player to 15 and the KPD player to 4.
- The final Regional Election is held among the 12 Prussian Provinces. The Coalition has Dominance in Provinz Westfalen, Rheinprovinz, Schleswig-Holstein, Provinz Hannover, Hessenprovinz, and Provinz Sachsen, for +14 PV. RC has Dominance in Brandenburg and Posen-Westpreußen for +3 PV. No faction has Dominance in the remaining spaces. The Coalition wins this Regional Election and keeps the Preußen Parliamentary Control card. Both the Coalition and RC adjust their PV pawns on the PV track: the Coalition to 29 and RC to 3.

Now, the General Election is held [7.2]. First, we start with each faction's current PV total:

- Coalition: 29
- KPD: 4
- NSDAP: 0
- RC: 3

Then, we modify each faction's total for any applicable bonuses:

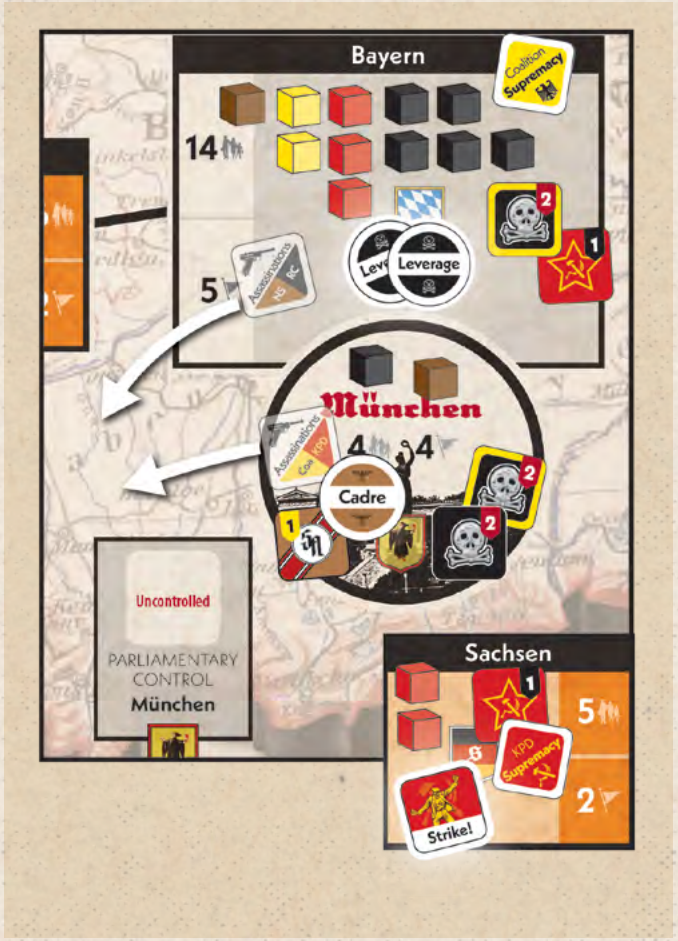
- Coalition: None; at 2, Progress is not high enough to grant the Coalition any bonus PV for Influence in Berlin.
- KPD: gains +3 PV for being the Momentum faction.
- NSDAP: gains +2 PV for 1 Middle Class Sympathies pawn on their faction mat.
- RC: gain +4 PV for 2 Middle Class Sympathies pawns on their faction mat.

The final PV tally for the General Election is:

- Coalition: 29
- KPD: 7
- NSDAP: 2
- RC: 7

The Coalition is the clear winner. If any other faction had won the General Election, they would have won a General Victory and thus the game, but if the Coalition wins, the game continues [3.2]. The Coalition keeps their ***Article 48*** card. Now, we need to determine the runner-up. Both KPD and RC are tied for second place. The RC has more Middle Class Sympathies on their faction mat, however, so they win the tie [7.2] and take the ***Reichstag Seats*** card, Available to use in the next Election cycle.

With the General Election concluded, it is time for the Momentum faction to perform a Clean Slate [5.11] across all of Germany. KPD removes Assassinations, Strikes, and Leverage from the map (subject to the restrictions of [5.11]); they also get to choose where each piece is returned, among appropriate, empty holding boxes. The Assassinations marker in München is removed and returned to the empty Assassinations holding box on the Reaction track. The other Assassinations marker, in Bayern, is returned to the empty holding box on the NSDAP faction mat. The 2 black Leverage in Bayern, however, remain because RC has Dominance there. The same goes for the KPD Strike in Sachsen: KPD Dominance protects the Strike.



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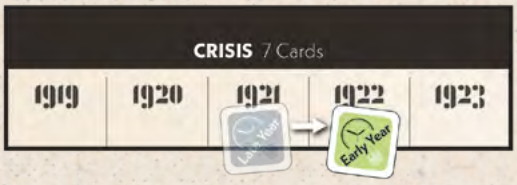
Late Year Round, 1921: Advance Timeline Step

As before, the General Strike marker is not on the Timeline, there are no Assassinations markers on the map, and the Economy marker is not at Hyperinflation, so these steps may be skipped. We do flip the Year marker, and since we're flipping it from Late Year to Early Year, we also need to perform the New Year step.



First, because the new year will be 1922, we need to shift the Economy marker one box to the left, towards Hyperinflation. Note that the yellow Leverage in the connected box means that the Economy marker may not shift *further* left while the yellow Leverage remains.

Lastly, KPD as the Momentum faction must determine the Turn Order for 1922. They shift things around and decide to go last in the next year: NSDAP–Radical Conservatives–Coalition–KPD.

Late Year Round, 1921: New Era Step

A new Era won't start until 1924, so we can skip this step. Instead, we can move onto the Early Year Action Step of 1922, with NSDAP taking the first turn.

This concludes the tutorial.

The Coalition retained control over most of Germany, but their hold is slipping and the other factions have each carved out areas of strength and influence. You may keep playing from here into 1922 and beyond, or start a new game from scratch, drawing fresh Event cards and exploring the various options for dominating the political landscape of the Weimar Republic. Good luck!

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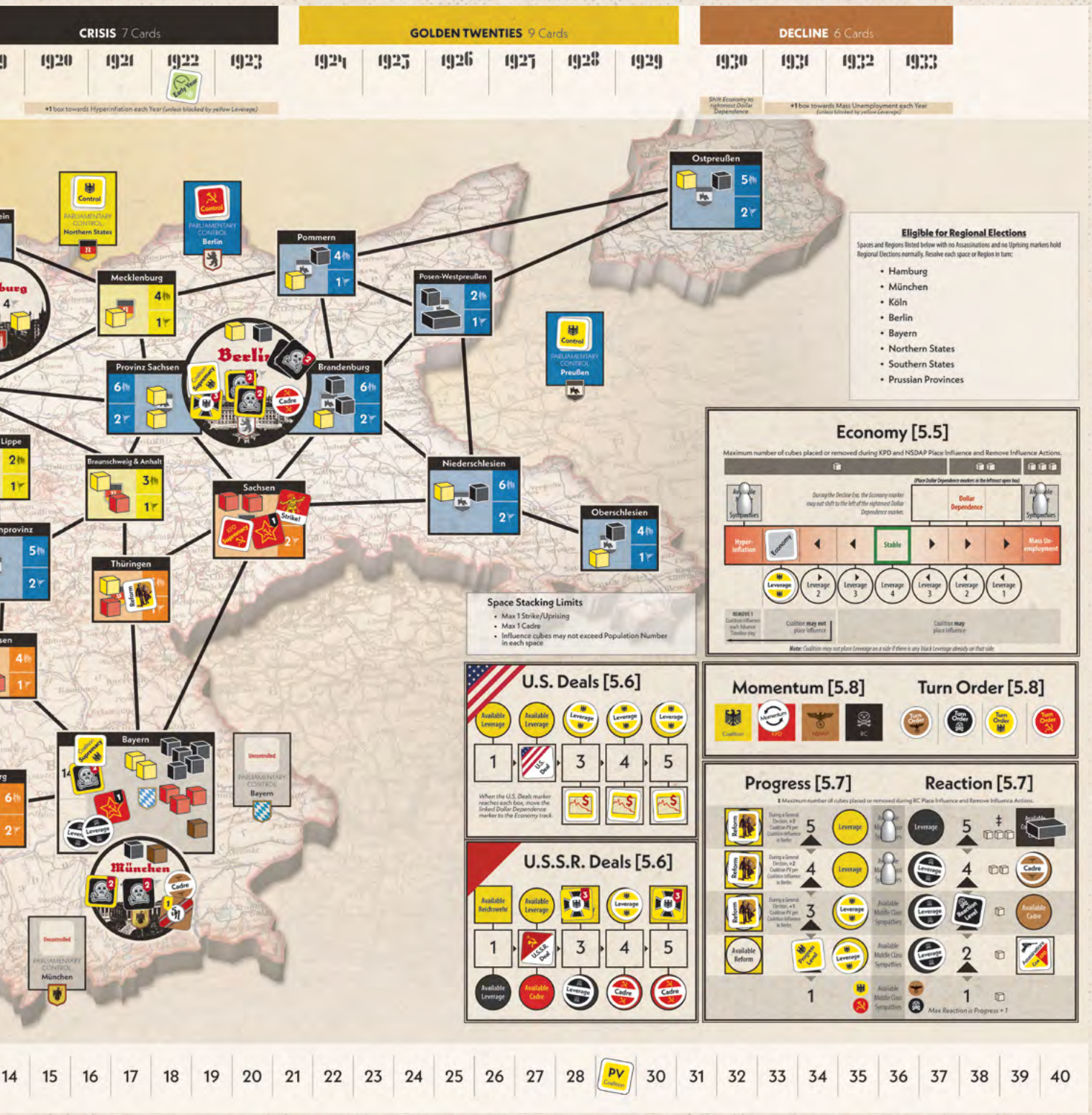

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11.0 Historical and Faction Notes

Historical notes by Gunnar Holmbäck and faction notes by Richard Hecker.

This section gives a short introduction to each of the four factions of ***The Weimar Republic***. Our aim is to provide players with a general idea of each faction's historical background, their strengths and weaknesses, and a few ideas for finding a working strategy when starting out. Needless to say, there are many finer strategic nuances and possible combinations that will not be discussed here. In the end, optimizing strategies and finding a path to victory are up to you.

The Democratic Coalition

History of the Coalition

Like several aspects of Weimar political life represented in The Weimar Republic, the existence of a unified Democratic Coalition throughout the Republic's entire lifespan is an abstraction for gameplay's sake. While the Social Democrats (SPD), the German Democratic Party (DDP), and the Center Party (Zentrum or Z) wrote the democratic constitution together in 1919 and then formed a strong unified front defending democracy during the Republic's first year, they soon lost much of their initial support. With the three parties often having differing views on issues like workers' rights and capitalism in general, the Coalition suffered from internal tensions and was often forced to compromise their republican ideals. Striking parliamentary deals with the conservative German People's Party (DVP) was frequently a necessity. As the Republic underwent its most severe crisis in the early 1930s, when all democratic institutions were under constant attack and gradually collapsed, the Coalition was effectively disbanded. While its failures and shortcomings are apparent in hindsight, the Coalition's spirit of compromise and democratic rule did survive through several crises and crucibles that would have easily toppled weaker regimes, something that must be considered a major achievement in itself.

Overview of the Coalition Faction in *The Weimar Republic*

The Coalition has several strengths that it can use to offset their many weaknesses. Through their play of Leverage, the Coalition can influence the Economy track. Their Reichswehr units are the strongest in the game, especially when supplemented with Freikorps. And with Influence spread across Germany, they have a strong position across the map at the start of most scenarios.

However, the Coalition has several challenges to overcome. With most of their Influence already placed, their ability to respond to challenges in a given space is limited. Their Freikorps units will gradually disperse as many turn Rogue and join the RC. And as the natural target of all other factions, the Coalition will often face the combined might of their opponents.

Coalition Actions

Playing seven Event cards across 10 rounds, each faction could perform as many as 17 total Actions during the Crisis Era. The Coalition also has access to extra Actions due to their eight Parliamentary Control cards they hold in 1919. Successes by other factions in Regional Elections will erode this lead, and recognising which Regions and Cities will be contested is critical to the Coalition's success.

The Coalition holds the levers of the Republic. They should limit U.S.S.R. Deals to constrain the number of KPD Cadres and limit the interference from RC's black Leverage. Limiting U.S. Deals may also be necessary to keep the Economy from slipping too far towards Mass Unemployment during the Decline Era. Don't push the Progress track too far in order to restrict Reaction and tame the backlash from the RC and NSDAP. But these choices have a cost. Without Progress, Reform markers remain Unavailable, which severely reduces the Coalition's electoral position. Without U.S. and U.S.S.R. Deals, the Coalition lacks economic leverage, and without expansion of the Reichswehr, the Republic must rely on unreliable Freikorps. The needs of the Republic will force the Coalition's hand, but the Coalition can control the *selection* and the *timing* of unpalatable choices.

Coalition Influence

Most Coalition Influence cubes start on the board and only a few remain for allocation. The temptation to rapidly strengthen positions through Place Influence is strong, but there is no Action that allows any Faction to voluntarily remove its own Influence; a government that cannot promptly react to situations will slowly wither. Worse, once the Economy marker shifts too far towards Hyperinflation, the Coalition may not place any Influence. Because of all this, Remove Influence can be an effective tool to curb opposing factions' expansion.

Deals, Yellow Leverage, and Progress

Yellow Leverage is an abstraction of the Coalition's economic efforts. They start the *Fate of the Republic* scenario with one yellow Leverage from U.S. Deals. and more become Available through Increase Deals: U.S. Deals makes yellow Leverage Available, while U.S.S.R. Deals makes both yellow Leverage and Reichswehr units Available.

During the Crisis and Decline Eras, when the economy drifts toward Hyperinflation or Mass Unemployment, use Place Leverage on a track to put yellow Leverage onto the Economy track to limit the drift of the Economy marker. However, some Events in the Crisis Era—such as **#14 *Hugo Stinnes*** and **#25 *London Payment Plan***—will accelerate economic woes. Of course the

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RC will try to interfere by placing their own black Leverage on the Economy track, or even use Remove Leverage to pull yellow Leverage off. Enough yellow Leverage will eventually push the Economy away from Hyperinflation toward Stable. Or perhaps a Golden Twenties Event—such as **#53 *Rentenmark***—will help the Coalition stabilize the economy. Remember too that no amount of yellow Leverage can overcome the hard limit imposed by Dollar Dependence markers on the Economy track.

An often overlooked use of Leverage is direct support to an area through Place Leverage on the Map. Leverage in a space will aid the Coalition during any Assault in the space, add a small but useful Political Value bonus, and remove Strikes and KPD Cadres. The first two effects give the Coalition some much needed flexibility. The latter represents a direct appeal to moderates in the KPD. Alas that the Coalition cannot reach the economic self-interests of the far right to remove NSDAP Cadres as well!

The Coalition's main use of yellow Leverage is to place them on the Progress track through Place Leverage on a Track, which opens the door for a future Advance Progress Track Action. If the Coalition achieves nothing else, advances in Progress are themselves a good investment. Each advance on the Progress track opens a Middle Class Sympathies pawn to the Coalition and KPD, a Reform marker for the Coalition, and may grant the Coalition a bonus in the General Election. Note that RC may reduce Progress through their Remove Leverage Action, but of course the RC won't always want to reduce Progress—each time Progress advances, so does the opportunity to increase Reaction.

Coalition Units: Reichswehr and Freikorps

As the legitimate government of Democratic Germany, the Coalition controls the Reichswehr. Placement of a single Reichswehr gains the Coalition Supremacy in a space unless other factions match its SV with multiple units: the RC with two Rogue Freikorps, the KPD with three Worker Militia, or the NSDAP with three Sturmabteilung. A Coalition Assault backed by Reichswehr will likely succeed, especially if opposing factions have only one of their units in the space.

But the Coalition can't be everywhere at once, and their Move Unit Actions have an opportunity cost. To increase the number of Available Reichswehr units, the Coalition must use Increase Deals to advance the U.S.S.R. Deals track, delighting both KPD and RC. Their Freikorps are not as strong as Reichswehr, but more than sufficient to keep a lid on the KPD and NSDAP, and with up to nine Available Freikorps, that is more than enough to limit unrest. Early on, when the Coalition has Parliamentary Control in all regions, their Place Units Action will place both Reichswehr and Freikorps units in any space without restriction.

The Freikorps paramilitary formations don't necessarily share the Coalition's worldview, however, and each Freikorps may be revealed as Rogue Freikorps during Coalition vs. RC Assaults, the RC Test Coalition Loyalty Action, and Events such as **#20 *Militarism*** or **#45 *Veterans***. In total, only a third of the Coalition's Freikorps will remain loyal when all have been revealed!

Middle Class Sympathies

The Coalition has a limited need for Middle Class Sympathies. Some Events benefit the Coalition when holding Middle Class Sympathies, in a pinch they assist an Assault, the bonus in a General Election is welcome, and repairing cracks in the Coalition through Increase Unity can be crucial.

Coalition Victory: Reformation

The Coalition's Sudden Victory, Reformation, is anything but sudden. To make a Reform Available, the Coalition needs to place an Available yellow Leverage on the Progress track and then use their Increase Progress Action. Once Reform becomes Available, they can finally use their Place Reform Action, provided that Unity is Sound or better. And they must run this cycle at least three times (four if Unity is Sound) to qualify for a Sudden Victory win.

Against this difficult process, RC will interfere by Removing Leverage from the Progress track, factions with Parliamentary Control can remove a Reform there, and the play of Events and ***Reichstag Seats*** may degrade the Coalition's Unity to Fragile. This is a long, slow, vexing process. But do not despair. All Reforms add to Political Value in Regional Elections, and when the second Reform becomes Available on the Progress track, the Coalition gains extra PV for Influence in Berlin.

Even if victory through Reformation becomes infeasible, hold the line, throw a bone to the opposition, keep street agitation to an acceptable minimum, create arrangements with other factions, monitor your opponents' proximity to their own Sudden Victory, and perhaps the Coalition may remain in power to the end of 1933.

Kommunistische Partei Deutschlands (KPD)

History of the KPD

Born from the ashes of the ultra-radical Spartacus movement, and building on the legacy of recently murdered leaders Karl Liebknecht and Rosa Luxemburg, the KPD (Kommunistische Partei Deutschlands, "German Communist Party") grew rapidly in the bloody aftermath of the November Revolution in 1918–1919. Positioning themselves as a radical alternative to the reformist SPD (Sozialdemokratische Partei Deutschlands, "Social Democratic Party"), whom they later dubbed "Social Fascists", the German Communists envisaged a continuation

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of the November Revolution that, according to them, had been betrayed by the reformists. As the Party's ideological stance and political strategies gradually aligned with those of the Russian Bolsheviks, this vision soon became synonymous with a German Soviet State. To many industrial workers at the time, this was an attractive prospect, while the middle classes and the conservatives, as well as many moderate leftists, perceived it as a major threat to Germany. Consequently, the KPD had many enemies but few allies. As the Republic and its democratic institutions fell apart in the early 1930's, the Communists faced a difficult situation, not least because the NSDAP managed to attract huge segments of the working classes. After Hitler's power seizure in 1933, Communists became the prime target of persecution, with many leading KPD members murdered or forced into exile.

Overview of the KPD Faction in *The Weimar Republic*

The KPD has many specialist pieces: Strikes, Uprisings, and Revolution, their Sudden Victory marker. KPD controls the availability of all these pieces and does not rely on the actions of the other factions. In addition, all of their Worker Militia units are Available at the start of the game.

However, KPD has no natural ally. Although the RC and NSDAP will likely focus their attention on the Coalition first, they are more than willing to turn against the KPD should an opportunity to do so arise.

KPD Influence

In 1919, the KPD has presence in the Rheinland, central Germany, Bayern, München, and Berlin. They hold a large reservoir of Influence cubes, granting the KPD opportunities for flexibility and growth unavailable to the Coalition.

Unlike the Coalition, KPD may place more than one Influence cube during Place Influence Actions. But this ability is closely tied to the Economy track. Only when the Economy marker has shifted towards Mass Unemployment does KPD gain additional Influence cubes. Unfortunately the NSDAP also gains additional cubes as the Economy shifts to the right.

KPD Cadres

The five red KPD Cadres are a nexus for KPD power and are placed in a space through the Place Cadre Action in spaces where KPD has established Dominance. Cadres generate additional Political Value for the KPD. Several Cadres and Dominance over a handful of spaces may be enough for KPD to win a Regional Election and thus a Parliamentary Control card. Cadres also allow KPD to use their Place Unit Action to add Worker Militia units to spaces without KPD Dominance. And each Cadre aids KPD during any Assault in their space.

Cadres are resilient. An enemy's Assault may scatter Worker Militia, crush KPD Influence, break Strikes, and suppress Uprisings, but Cadres cannot be removed during an Assault. Only the Coalition's Place Leverage on the Map and the NSDAP and RC's Place Assassinations Actions can remove KPD Cadres.

At the start of *The Fate of the Republic* scenario in 1919, KPD Cadres are not yet Available. As the Coalition increases the U.S.S.R. Deals track to gain yellow Leverage and Reichswehr units, it must accept the eventual release of up to three KPD Cadres. And if the KPD cannot persuade the Coalition to treat with Moscow, one response is for the KPD to change their Stance.

KPD Stance

The Stance marker on the KPD faction mat reflects the relative balance between moderates and radicals in the Party. A Change Stance Action shifts the marker by one box, unless Lingering Event **#59 *Stalinism*** has been played, in which case the marker shifts two boxes. One KPD Cadre becomes Available with only two shifts towards Democratic; a third shift releases another Cadre. Watchful opposing factions may choose to Assault KPD; win or lose, defending during an Assault always shifts KPD Stance towards Revolutionary. Of course, shift the KPD Stance too far and they gain access to Strikes, the General Strike, and Revolution—KPD's Sudden Victory marker.

Strikes, Uprisings, and the General Strike

Placing a lone Strike in a space usually doesn't concern the other factions' much, as a single Strike does little more than lend some assistance to Worker Militia units during an Assault and slow all factions' units during Move Units Actions. However, once that second Strike has been placed, expect some attention.

Strikes are not very resilient. The Coalition can end a Strike with a Place Leverage on the Map Action, though they would much rather place their few Leverage markers on the Progress or Economy track. A faction holding a Parliamentary Control card for a Region or City with a Strike might choose to play it to remove the Strike during the following Clean Slate. But Strikes in spaces with KPD Dominance are safe, so KPD will want to maintain Dominance in spaces where they have—or plan to place—a Strike. Enemy factions may target a Strike during an Assault, and unless protected by Worker Militia, they are vulnerable.

Converting Strikes to Uprisings is a key part of the KPD's Sudden Victory requirements. Uprisings are much more resilient than Strikes. Although they may also be targeted during Assault, it takes 2 Assault hits to remove an Uprising, while it only takes 1 to remove a Strike. Uprisings are also not removed by the Coalition's Place Leverage on the Map Action and are not affected by the Clean Slate procedures. However, the KPD should be careful not to place Uprisings without considering their long-term

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impact: Regional Elections are canceled in Regions and Cities with an Uprising. The KPD player who pursues a Sudden Victory may be cutting themselves off from a General Election victory. Choose wisely.

Once there are three Strikes and/or Uprisings on the map, the General Strike automatically occurs across Germany. Movement is severely restricted, one Coalition Reform is removed from the map, and all Leverage is removed from the map and the Economy track (though any Leverage on the Progress and Reaction tracks remain). The General Strike provides cover for KPD forces, and of course can be lifted at the end of a round if KPD chooses—or is convinced by the other factions—to remove a Strike or two.

KPD Units: Worker Militia

KPD Worker Militia, with only 1 SV, are weak and will need support from KPD Cadres or Strikes to stand up to Coalition Reichswehr and Freikorps Assaults. All nine Worker Militia are always Available, however, giving KPD the opportunity to spread KPD Supremacy widely, if thinly, across Germany.

Middle Class Sympathies

KPD's Move Middle Class Sympathies Action is linked to the number of KPD Cadres on the map, so it's essential for KPD to build their Cadres first. KPD's access to Middle Class Sympathies, however, is constrained by the extent to which the Coalition has increased the Progress track. KPD gains benefits from their Middle Class Sympathies pawns during Assaults, each General Election, and via certain Events. And like other factions, KPD can also remove Middle Class Sympathies from an opposing faction's mat, a key strategy for containing NSDAP and RC.

KPD Victory: Revolution and General Election

KPD can achieve a Sudden Victory by methodically upgrading Strikes to Uprisings. Strikes—and thus Uprisings—become Available as KPD Stance shifts towards Revolutionary. No other faction competes for these markers, nor does their availability rely on the Progress or Reaction tracks. Opposing factions that overlook a second or third Strike in Germany run the risk of a KPD Sudden Victory. With three Uprisings, KPD will need to choose either to go for a fourth Uprising or Supremacy in Berlin—both challenging to achieve. Either way, KPD's vulnerable Worker Militia, Strikes, and Uprisings will need to be protected, and the KPD player should place these key pieces carefully.

It can be challenging for KPD to push for a General Election victory. They have strength in the west and may be able to wrest control of Köln and the Southern States from the Coalition, especially if they are distracted fighting NSDAP and RC. A sneaky KPD player may be able to build a strong enough presence, in enough spaces, to win a surprise General Election victory.

Nationalsozialistische Deutsche Arbeiterpartei (NSDAP)

History of the NSDAP

Originally a small splinter faction of a larger reactionary, nationalist movement, the Nationalsozialistische Deutsche Arbeiterpartei (NSDAP) made a name for itself after the Beer Hall Putsch in München, Hitler's failed coup in 1923. While his political aims always remained the same, Hitler changed his strategy after the failed Putsch and spent the rest of the decade tirelessly working to expand and solidify the movement within the democratic framework of the Republic. Competing with conservatives for middle class votes, and with the Communists for the working classes, the NSDAP gradually positioned itself as a movement for "all Germans". While this position attracted a relatively small but dedicated following during the 1920s, the combined effects of the Great Depression and subsequent political crisis proved to be the perfect storm that Hitler had waited for. As unemployment soared and democracy appeared to fail its promises once again, NSDAP's message became attractive to many Germans. But there would have been no Machtergreifung, or seizure of power, without the support of conservative politicians who thought they could use Hitler's popular support for their own ends. Their underestimation of "that Austrian Corporal," whom they considered a vulgar demagogue without real political skills, proved to be fatal not only to their own ambitions but to the Weimar Republic, Europe, and the entire world as well. Many Germans supported Hitler's rise due to their own personal desires and tolerated the scapegoating, hatred, and violence of the NSDAP. This tacit approval eventually turned to explicit approval and led directly to the horrors of World War II and the Holocaust.

Overview of the NSDAP Faction in *The Weimar Republic*

NSDAP starts weak, but their power and reach grow over time. They have a large stockpile of Influence cubes to spread across Germany, and they can take advantage of aligned conservative ideologies by placing NSDAP Influence in spaces with RC Dominance. But this flexibility also means that NSDAP starts every game with very little presence and needs to spend time building their position.

NSDAP Influence

The NSDAP often starts with fewer Influence cubes on the map than the other factions. But the NSDAP has a large reservoir of Influence cubes and two tricks up their sleeve. The first is their ability to use Place Influence wherever the RC has Dominance, so NSDAP Influence cubes can rapidly appear from Bayern, without relying on a slow expansion. The second is their ability to place more Influence cubes as the Economy track shifts towards Mass Unemployment, a trait shared with the KPD.

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NSDAP Cadres

Five Cadres give the NSDAP similar advantages to the KPD. Cadres generate PV during Elections, they allow NSDAP to place SA units in spaces without NSDAP Dominance, they support NSDAP forces during Assaults, and they allow NSDAP to move multiple Middle Class Sympathies. They are also resilient: only the RC's Place Leverage on the Map can remove them.

Cadres, however, are not initially Available to the NSDAP. Two Cadres become Available as Reaction increases, but they must rely on the RC to increase this track for them. Or, NSDAP can take a softer approach, shifting their Stance towards Democratic to gain access to the Cadres on their faction mat. Of course, this also puts their Sudden Victory marker out of reach…

NSDAP Stance

The NSDAP Stance marker represents different strategies for power seizure. Although labeled "democratic", in this context it does not mean that democratic values are actually embraced, only that power can be seized using democratic means. A Change Stance Action shifts the marker one box. Each advance towards Democratic makes a brown Cadre Available. If this is unpalatable, shifts towards Revolutionary to gain an Assassinations marker and the Putsch marker, NSDAP's Sudden Victory marker.

NSDAP Assassinations

A single Assassinations marker on the Reaction track becomes Available to both NSDAP and RC when Reaction reaches 2. Another Assassinations marker, Available only to NSDAP, becomes Available when the NSDAP Stance marker shifts sufficiently towards Revolutionary.

The NSDAP Place Assassinations Action gives them more flexibility than their Remove Influence Action, neither requiring nearby Presence nor blocked by the target faction's Supremacy. While the RC tend to use Assassinations rarely, for the NSDAP, political terror is fundamental. A yellow/red Assassinations marker may break Coalition or KPD Dominance in a space or open a window for NSDAP Influence in spaces already at their Population limit. Also, unlike Remove Influence, Place Assassinations can be used to remove opposing Influence in the same turn that Place Influence is used. Better still, the yellow/red Assassinations marker strikes fear in the local populace, and neither the Coalition nor KPD may add Influence to that space until it is removed. Placing a black/brown Assassinations, to target the RC instead, can be used to crush a Conservative Clique. When placed prior to an Election, Assassinations also prevent Regional Elections, meaning that City or Region will automatically become uncontrolled following the next Election Cycle. But it also means that NSDAP is blocked from placing Influence cubes there.

Assassinations in spaces with Reichswehr or Coalition Freikorps are removed at the end of each round, allowing NSDAP to reuse them again and again. There is little the other factions can do to counter a determined Assassinations campaign, though focusing too much here will mean the NSDAP is not building an Influence network, stealing Middle Class Sympathies, or building support ahead of upcoming Elections. Targeted factions will likely retaliate, and the RC can also Place Assassinations as well! Relying only on violence will ultimately hurt the NSDAP: "Live by the sword, die by the sword."

NSDAP Units: Sturmabteilung

NSDAP SA units individually are as weak as Worker Militia and similarly need support from NSDAP Cadres to stand up to Coalition forces. They fare much better against their KPD enemies; indeed these two factions automatically Assault each other any time they are in the same space together. Like the KPD, the NSDAP does not rely on opposing factions' Actions to make their units Available, and several Events directly benefit the NSDAP SAs, including #55 *Schutzstaffel*, #58 *Brownshirts*, and #129 *SA Reforms*.

Middle Class Sympathies

Like KPD, until at least one NSDAP Cadre is on the map, they are unable to Move Middle Class Sympathies. And because both NSDAP and RC must collect Middle Class Sympathies to achieve a Sudden Victory, there will be tough competition for the few Available Middle Class Sympathies pawns.

But the NSDAP has an advantage here—they are the only faction that can Move Middle Class Sympathies directly from an opposing faction's mat to their own, and only from the RC. If the RC player allows too many NSDAP Cadres on the map, they will find it difficult to hold onto any Middle Class Sympathies at all, seriously risking any hope of an RC Sudden Victory.

NSDAP Victory: NSDAP Putsch and General Election

If the other factions aren't careful, an NSDAP Sudden Victory can appear quite suddenly indeed. If they have carefully built a network of Influence, Cadres, and SA—and pushed the Economy marker towards Mass Unemployment to improve their Place Influence Actions—NSDAP can make a strong play for a quick win.

The NSDAP have other advantages, including several strong Decline Era Event cards, such as #117 *Hitler Sworn In* and #118 *Enabling Act* that can result in an instant NSDAP victory. However, note that several Decline Era Events that benefit the NSDAP also aid the other factions. The Coalition may resist playing #119 *Heinrich Brüning* to retain their *Article 48* card, but this Event also permits #137 *SA Banned*. The RC may not wish to see #113 *Franz von Papen Appointed* played, but it does permit #115 *Preußenschlag*.

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Such late-game advantages, and a clever NSDAP player, might be enough to secure a General Election victory. But an even cleverer RC player, working from the shadows, might just steal victory by transferring their PV to the NSDAP at the last moment. In the Weimar Republic, sometimes friends turn out to be the worst enemies.

The Radical Conservatives

History of the Radical Conservatives

The RC faction is really made up of several factions: white collar workers, public servants, ex-military personnel, noblemen, business owners, and politicians, united only by their wish to destroy the Republic and return to autocratic rule. To understand the nature of this heterogenous movement, abstracted into one faction for gameplay purposes, one should consider the fact that Germany, up until the 1918 November Revolution, had always been ruled by élites who saw themselves as noblemen warriors. This was true both before and after the unification of the Reich in 1871. By default, the ruling classes were landed nobility with deeply conservative, militaristic worldviews rooted in the Middle Ages. For these old élites, the combined shocks of losing a world war and being dethroned by democrats and socialists caused wounds that could not heal. The result was a bottomless hatred for the new Republic and the document that served as its most iconic representation, the Treaty of Versailles. They also idealized a fervent revanchism that, fused with contemporary antisemitic and anti-communist ideas and the brutalization of a whole generation in the trenches, led to political violence almost on par with a civil war. While also participating in parliamentary politics, mainly through the DNVP (Deutschnationale Volkspartei or "German National People's Party"), the explicit aim of the Radical Conservatives was always democracy's end, an end that they ultimately achieved by facilitating Hitler's power seizure.

Overview of the RC Faction in *The Weimar Republic*

The RC at the start of *The Fate of the Republic* scenario has nearly uncontested control over the spaces of eastern Germany and a strong position in Bayern. Unlike the KPD and NSDAP, they have strong Rogue Freikorps units that can go toe to toe with the Coalition. They are also the only faction that competes directly with the Coalition on the Economy and Progress/Reaction tracks.

RC Influence

The RC's Place Influence Action can always place black Influence cubes in Berlin, but to reach much beyond Berlin the RC will need to build Conservative Cliques. Holding more than one Middle Class Sympathies pawn allows them to Place Influence two or more spaces away from their Conservative Cliques, which gives them the flexibility they need to contest Dominance. They will need to spread their limited Conservative Cliques across Germany, within reach of both high-PV spaces and Cities, to give themselves a solid position.

But they must first prepare the ground, shifting black Leverage from their faction mat to make their powerful Conservative Cliques Available. And as Reaction increases, they can place multiple Influence cubes with one Place Influence Action, a powerful ability. Of course, these upper levels of Reaction are only possible if the Coalition pushes up Progress; modernity sows the seeds of its own destruction.

Black Leverage and Reaction

The RC's primary source of black Leverage markers is their faction mat. As black Leverage is placed, a second Conservative Clique, an Assassination marker, and the RC Putsch Sudden Victory markers become Available. The Coalition's pursuit of U.S.S.R. Deals also opens additional black Leverage markers.

The RC's black Leverage is a mirror image of the Coalition's yellow Leverage. Black Leverage placed on the Reaction track through the Place Leverage on a Track Action allows for a future Advance Reaction Action. As the Reaction level increases, more Middle Class Sympathies pawns become Available to both the RC and NSDAP, as well as extra NSDAP Cadres, enhancement of Place Influence for the RC, and eventually a third Conservative Clique. Furthermore, when Reaction exceeds Progress, the Coalition's unrevealed Freikorps units are subject to Loyalty Checks during an Assault, and some Events advantage the RC. To gain all these advantages, the RC must move quickly to Advance Reaction as soon as the required black Leverage markers have been placed, lest the Coalition use Remove Leverage to interrupt their plans—they have no desire to see Reaction increase.

Black Leverage can also be placed on the Economy track through the Place Leverage on a Track Action. Unlike yellow Leverage, black Leverage does not push the Economy marker towards Stable, it instead makes it harder for the Coalition to influence the German Economy.

Finally, black Leverage on the map aids RC during Assaults, adds a small Election bonus, and removes both Assassinations and NSDAP Cadres, representing the RC's sway over reactionaries with similar ideological convictions.

RC Units: Rogue Freikorps

The RC begins 1919 with three Rogue Freikorps. Two Rogue Freikorps in a space can hold their own against one Coalition Reichswehr, contesting the space for Supremacy. Additional Rogue Freikorps must be revealed when testing Coalition Loyalty, through the Test Coalition Loyalty Action, during an Assault between RC and Coalition forces, or via Event card #37 *Schwarze Reichswehr*. Luckily for the RC, any revealed Rogue Freikorps remain RC units for the rest of the game.

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Middle Class Sympathies

The RC must have Middle Class Sympathies to secure a Sudden Victory, like NSDAP. Holding more than one Middle Class Sympathies pawn also expands the RC's ability to spread Influence.

Each level on the Reaction track makes an additional Middle Class Sympathies pawn Available to both RC and NSDAP. And both extreme ends of the Economy track, Hyperinflation and Mass Unemployment, make one Middle Class Sympathies pawn Available each. Other factions—the Coalition especially—will try to push the Economy marker towards Stable to keep these pawns out of the RC's hands.

Middle Class Sympathies are also the main fault line between the RC and NSDAP. The NSDAP needs more Middle Class Sympathies pawns than RC to reach their Sudden Victory conditions, and they are the only faction that can use a Move Middle Class Sympathies Action to steal a pawn from the RC faction mat and move it to their own. During the early Crisis Era, the RC may be willing to turn a blind eye to NSDAP expansion as a way to distract the Coalition. But be wary not to let NSDAP grow too strong: the parasite may come to kill its host.

RC Assassinations

One Assassinations marker, Available only to the RC, is on the RC faction mat. Another, shared by both RC and NSDAP, becomes Available when Reaction reaches level 2. The RC Place Assassinations Action is much like the matching NSDAP Action: useful to remove Influence, block Coalition and KPD Influence, and cancel Elections.

RC Victory: RC Putsch and General Election

The RC's Sudden Victory seems simple to achieve, but alert opposing factions will keep their eyes on the number of Rogue Freikorps around Berlin, especially once the RC holds two or more Middle Class Sympathies. If the RC can build such a strong position, they can snatch a quick victory with a Sudden Victory Action, especially when they go last in a round. A sudden RC Sudden Victory usually relies on distracting the other factions; the RC works best from the shadows.

Unlike the KPD and NSDAP, however, the RC usually scores well in Elections and are best positioned to threaten the Coalition with an upset General Election victory. Even if that fails, they are likely to hold the ***Reichstag Seats*** card, which can be used to grab the Momentum for a PV bonus heading into an Election or to set the Turn Order for the next round. And if the NSDAP positions itself for a strong General Election showing, the RC can steal their victory by transferring their PV to the NSDAP (if they have enough PV themselves).

12.0 Designer's Notes

One of the major strengths of historical board games is that they let players experience the joy of playing history and creating counterfactual situations based on historically accurate premises. Through exploration of the kinds of "what if?" scenarios that readers of history delight in, and by allowing for different versions and variants of these scenarios during each play session, historical board games offer a way of understanding and reflecting on history that is both interactive and entertaining.

Few historical events have been as thoroughly explored by the boardgame medium as the two World Wars. This is not very surprising, given that no other historical events have left such a profound mark on current human civilization as these abysmal catastrophes. But neither WWI nor WWII came out of nowhere. They were the results of highly specific and complex circumstances, and just as WWI resulted from a geopolitical situation and an ideological outlook firmly rooted in the 19th century, WWII erupted from the ashes of the 1920s and 1930s. Without the Great War and its devastating effect on Germany, the Second World War would never have been unleashed.

To understand why the German Reich went from a vanquished and broken country, torn asunder by war and poverty, to a totalitarian aggressor in just 20 years, one may certainly benefit from a closer look at the brief period of interbellum democracy that is often called the Weimar Republic. Born from the November revolution of 1918, when the country abolished the monarchy, signed the Versailles peace treaty, and almost plunged into civil war, the Republic was a radical experiment in liberal ideals and progressive reforms that never managed to fulfill its promises.

This was in large part due to extreme fragmentation and lack of national unity that plagued the country in the aftermath of the Great War. Germany in the 1920s and 1930s was a hornets' nest of ideological strife and political violence, made worse by severe economic crises and the ever-present memory of the nation's humiliation in the Great War. Not only had Germany lost millions of citizens in a conflict that turned out to be pointless, the survivors were also often brutalized and severely wounded, both physically and psychologically.

They came back to a country changed almost beyond recognition by the poverty, social unrest, and hopelessness resulting from four years of war. It was very difficult for the proponents of democracy to create a functioning society out of the old monarchy's rotting corpse, and in the end the Republic was unable to withstand the onslaught of totalitarianism. The attacks came from many directions, but eventually found their most powerful form in Adolf Hitler's National Socialist movement.

In hindsight, it may seem obvious that liberal democracy was bound to fail. The Republic had an incredibly rough start, a

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perpetually weak political and economic foundation, and a great many extremely dedicated enemies. Actually, given the odds, it's surprising that democracy prevailed for as long as it did. But even if one believes that the Weimar Republic was doomed from the start, the manner of its demise and the nature of its successor could hardly have been perceived in its conception. In 1919, the embryo of the NSDAP was hidden deep within the heterogenous far right, while Hitler was an obscure figure known to few outside Bavaria's ultra-radical nationalist circles. Reactionary militarist forces, armed Bolsheviks, and a broken economy presented much more acute threats to the Republic during its fledgling years than National Socialism.

What if things had taken another turn some time during the 20s? What if the KPD, the Soviet-backed German Communist Party, had obtained parliamentary control in key states, or launched a successful revolution? What if the radical Right had managed to gain broad popular support before Hitler outmaneuvred the old reactionary élites and used them for his own purposes? What if the democratic Coalition had managed to stay together, unite the German people, and deliver the progressive, democratic welfare state that was promised from the outset?

These questions are not only historical in nature. Hitler's seizure of power in 1933 had enormous consequences for Germany, Europe, and the entire world that still echo today. What would our present situation be like if he had failed in his political aspirations, or if his ascension to power had come earlier? While ***The Weimar Republic*** cannot provide any definitive answers to these questions, it can at least pose them in a concrete and tangible manner. It offers players an opportunity to reflect on the nature of political change and hopefully to have some fun while at it.

The importance of human agency, or why would anyone want to play as Hitler?

While ***The Weimar Republic*** is not primarily intended to be a history lesson, it does allow players to explore a difficult and complex period in European history, a period whose importance becomes even more apparent when one ponders both its actual and its potential outcomes. The most disturbing aspect of this period is obviously the rise of Hitler, which is represented in the game by the NSDAP faction.

To most people today, the National Socialist movement has come to represent the very epitome of evil. "The Nazis" are the stereotypical go-to bad guys of history, and with the privilege of hindsight it may seem strange that so many people once chose to support their rise to power. With this in mind, taking on the role of Adolf Hitler, actively trying to replace democracy with a totalitarian dictatorship, could well be an uncomfortable experience for many. Why would anyone want to do that in a board game?

The whole topic of ***The Weimar Republic*** can indeed be considered controversial in this sense; why use a board game for such a horrific subject as the fall of democracy and the rise of fascism?

If you take the viewpoint that evil acts are exclusively committed by evil people, these questions are hard to answer. But evil acts are committed by all sorts of people. The National Socialists, just like everyone who supported them, were indeed people. Most of them were ordinary people with the same concerns that ordinary people have had throughout history: they desired security, prosperity, and dignity for themselves, their families, and their country. All this the NSDAP promised to restore to them, at a desperate time, when liberal democracy had failed to deliver and options were becoming scarce. Even though both racist and antisemitic sentiments were prolific in Germany long before the NSDAP took over (sentiments that both Hitler and others exploited to the best of their ability), few ordinary Germans dreamed of another World War and genocide as they cast their votes for the National Socialists in the early 1930s. Rather, they wanted radical change and were out of credible alternatives.

This was not the first time, and certainly not the last, that ordinary people flocked to a movement that appealed to their basic desires through the use of strong imagery and powerful rhetoric. In an age of mass media, mass meetings, and mass culture, the mass ideology of fascism—especially in the hands of a gifted demagogue like Hitler—was well-suited to the task. To understand why, one has to contemplate the historical context in which he rose to power. Ironically, the privilege of hindsight can sometimes work to our disadvantage when attempting to do just that.

While the spectre of totalitarianism is still present today, to most people living in the 21st century, the appeal of 1930s fascism is very small indeed. But to someone who just experienced the humiliating cataclysm of the Great War and, in its wake, abysmal poverty and starvation, socialist revolutions, and political violence bordering on civil war, combined with severe inflation followed by depression and mass unemployment, National Socialism's promises of restored order and national unity would perhaps not appear too repugnant, especially as its worst crimes had yet to be committed.

If we reduce historical events to simply a question of good versus evil, to a scene where heroes fight monsters, we tend to miss one crucial aspect of all history: human agency. If we refuse to recognize that the Nazis and their supporters were humans very much like ourselves, albeit living under very different circumstances and confronting very different problems, we will not be well-equipped to understand why they did what they did, nor how they managed to do it. We will also be more prone to repeat history's many mistakes and, in the long run, its most hideous crimes.

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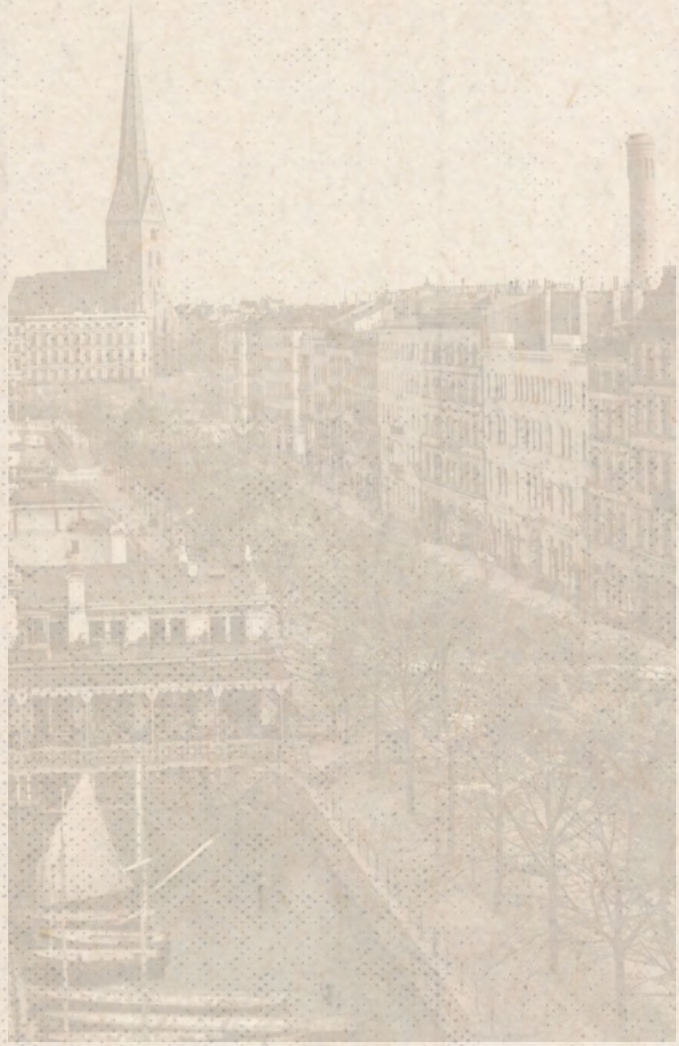
Board games are all about human agency. In a political board game centered on winning the "hearts and minds" of the people, removing human agency from one of the main factions would render the narrative incomplete, even when the theme is as serious as that of *The Weimar Republic*. Confronting the fact that totalitarianism is driven not by abstract and impersonal mechanisms, but by human emotions and desires, could well be the toughest part of playing a game of "what ifs". But history is full of difficult and disturbing subjects. Do we treat them best by shying away, or by confronting them with open eyes?



13.0 Event Card Notes

THE CRISIS ERA

1. Demagoguery

Hitler's skill as an orator was instrumental in bringing the minuscule Deutsche Arbeiterpartei ("German Workers' Party") out of obscurity. Fiery speeches delivered at the Hofbräuhaus Beer Hall in München drew the public's attention and served to boost the ranks of this ultra-radical fringe party, which would soon change its name to Nationalsozialistische Deutsche Arbeiterpartei—the NSDAP or Nazi Party.

2. Braun Coalition

Under Otto Braun's Social Democratic leadership, Prussia became one of Germany's strongest democratic bastions, characterized by major progressive reforms and staunch support for the Republic among civil servants.

3. Rathenau Murder

The main force behind the Treaty of Rapallo, Jewish statesman and businessman Walther Rathenau was murdered by members of the right-wing death squad Organisation Consul in June 1922. The murder outraged the public and fueled pro-republican sentiments throughout the country.

4. Friedrich Ebert

As the first President of the Republic, Ebert shunned no means in his efforts to maintain order and stall extremist movements, especially those of the Left. His siding with conservative elements against Communist uprisings made him a controversial figure, not least within his own Social Democratic Party.

5. Kapp Putsch

In March 1920, rebel Reichswehr and rogue Freikorps forced the democratic government to flee Berlin. Their aim was to overthrow the Republic and establish authoritarian rule, with civil servant Wolfgang Kapp as head of state. However, since most of Germany's public sector refused to back the Putsch, and since a general strike quickly broke out in support of the democratic government, the coup attempt rapidly failed.

6. Bayerische Räterepublik

In the aftermath of the 1918 November Revolution, several radical räte ("council" or "soviet") movements took to arms in efforts to establish Soviet-style Council Republics in Germany. The short-lived Bavarian Soviet Republic was proclaimed in April 1919 and supported by the Russian Bolsheviks, but failed to sustain its initial momentum and was overthrown by the government within a month.

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7. Ruhrbesetzung

Germany's inability to pay the enormous war reparations demanded by the Treaty of Versailles eventually caused France and Belgium to occupy the Ruhr, the country's industrial heartland and a strategically vital area, in January 1923. The government called for passive resistance, which led to strikes and public protests. When the occupation ended in 1925, 130 German civilians had been killed.

8. Ruhraufstand

In the Ruhr, protests against the Kapp Putsch of 1920 escalated into full-scale rebellion, with tens of thousands of workers taking up arms and forming a makeshift "Red Ruhr Army." After a brief occupation of Dortmund and several clashes with both the Reichswehr and Freikorps, the uprising was brutally crushed and followed by summary trials and mass executions.

9. Erzberger Murder

As the representative who signed the Armistice of 11 November 1918, Catholic center politician Matthias Erzberger had been a target of right-wing hatred ever since the Great War ended. He was murdered by members of the infamous death squad Organisation Consul in August 1921, causing massive public outrage.

10. Freikorps Demobilization

As the violent upheavals of 1919 and 1920 slowed to a trickle, and all major Communist uprisings had been effectively crushed, the unpredictable and unreliable Freikorps militia were becoming a liability for both the Government and the regular army. Under international pressure to deal with the issue, the government withdrew funding and took measures to disarm the paramilitaries, many of whom eventually joined the SA, Der Stahlhelm, or other right-wing groups.

11. Aufstände in Oberschlesien

Between 1919 and 1921, Polish nationalists in Upper Silesia instigated a series of uprisings, demanding that the region be transferred to the newly founded Polish Republic. The conflicts ended in a ceasefire, with Germany ceding almost a third of Upper Silesia to Poland.

12. Polnischer Korridor

After the huge losses of German territory following WWI, East Prussia became a German enclave separated from the rest of the Reich by the "Polish Corridor", a term commonly used in nationalist propaganda to stress how the unjust peace terms had fractured Germany.

13. Triumvirate

Politicians Gustav Ritter von Kahr, chief of police Hans Ritter von Seisser, and Reichswehr General Otto von Lossow gave ample and explicit support to various right-wing groups in Bavaria, effectively turning the state into a so-called Ordnungszelle ("Cell of Order").

14. Hugo Stinnes

Industrialist and conservative politician Hugo Stinnes, one of the wealthiest men in Germany and the owner of many major newspapers, used the galloping inflation of postwar Germany to his advantage by borrowing vast sums of money and repaying the loans later when inflation had made the Reichsmark nearly worthless. This earned him the popular nickname Inflationskönig ("Inflation King").

15. Dolchstoßlegende

After Germany's humiliating WWI defeat, a popular notion arose that the German army had in fact lost because it had been "stabbed in the back" by a conspiracy of Jews, Communists, and democrats all coming together in the November Revolution to create the democratic Republic. This notion gained considerable traction during the early 1920s and fueled radical right-wing propaganda.

16. Bloodhound Doctrine

As the Republic's first Minister of Defense, SPD's Gustav Noske took it upon himself to be the party's bloodhound against left-wing uprisings in the aftermath of the 1918 Revolution. On many occasions, he used considerable force (in the form of Freikorps) against Communist revolts, which alienated large segments of the labor movement from the SPD.

17. Treaty of Rapallo

Signed in April 1922, the Treaty of Rapallo normalized German-Soviet relations and paved the way for future cooperation between the states. The treaty infuriated the Western Allies, who feared that Germany would now turn away from fulfilling its Versailles Treaty obligations and also possibly be provided with secret Soviet military aid (which was already happening at this point).

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18. München Putsch
Perhaps the most famous of the right-wing putsch attempts in the 1920s, Hitler's "Beer Hall Putsch" of 1923 was a futile attempt at a coup d'état, but it immediately made him a public figure, both in Germany and abroad. The following trial, broadly covered by most national newspapers, gave him ample opportunity to spread his political message to a larger audience.

19. Mein Kampf Published
During his incarceration in Landsberg Prison following the München Putsch, Hitler reevaluated his political strategy and concluded that the most effective way of gaining power was not by violent struggle but by legal means and propaganda. He devoted most of his time in prison to his combined autobiography and manifesto, published in July 1925 as *Mein Kampf* ("My Struggle").

20. Militarism
Colonel-General Hans von Seeckt, commander in chief of the Reichswehr, was committed to maintaining Germany's militaristic traditions and keeping the remnants of the army, though limited to 100,000 men by the Treaty of Versailles, up to high standards. However, his loyalty to the Republic and its democratic system was virtually non-existent: he routinely disobeyed orders and strived to make the Reichswehr a politically independent force, a "state within the state."

21. Völkischer Beobachter
Founded in 1920, the NSDAP's newspaper saw a major increase in circulation in 1923, at which time it also began to appear daily. Völkischer Beobachter ("Völkisch Observer") became an important instrument for National Socialist propaganda during the following decade.

22. 48-Hour Week
Reducing working hours was one of several major reforms carried out by the government during the early days of the Republic. Like most of the reforms devised by the Social Democrats, it was highly unpopular among employers and industrialists.

23. Organisation Consul
Created by members of the Marinebrigade Ehrhardt Freikorps, Organisation Consul was an ultra-nationalist and anti-democratic terror group responsible for over 300 murders between 1919 and 1921. Like most Freikorps, it recruited mainly from the ranks of war veterans, most of whom had been brutalized by their wartime experiences and were no strangers to extreme forms of violence.

24. Feme Murders
The murder squads of the far Right, targeting alleged spies and enemies of the Reich, were inspired by the medieval vigilante practice of Femegerichte (or "Feme"), in which the accused were tried and executed in short order. Their organized terror ran rampant in the early 1920s, mostly without consequences for the responsible parties.

25. London Payment Plan
While the so-called "London Ultimatum" of 1921 had reduced Germany's war reparations by half, it also settled the war debt issue (albeit temporarily, as time would prove) and forced the German economy into crisis mode. In retrospect, the reparations proved to be less of a burden than the perceived humiliation that came to dominate the political landscape of the Republic during its short lifespan.

26. USPD Party Splits
Originally a splinter faction of the Social Democratic Party, the USPD—Unabhängige Sozialdemokratische Partei Deutschlands—advocated a more radical socialist policy than the SPD and thus competed with the KPD for revolutionary elements among the working classes. Its limited parliamentary success eventually led to its own fracture, with most of its membership going to either the SPD or the KPD.

27. Berlin Riots
The streets of the capital witnessed severe street violence on numerous occasions throughout the early 1920s. With huge neighborhoods totally dominated by Communists and others controlled by Freikorps and other militant groups, the city was a battleground, both ideologically and physically.

28. Cuno Strikes
In January 1923, a wildcat strike in Berlin rapidly spread to other regions and eventually resulted in three and a half million workers refusing to work. The situation escalated into a national crisis and several leading figures in the Soviet Union called for a German Revolution. However, the KPD leadership did not deem the time ripe and the strikes fizzled out after the resignation of Chancellor Wilhelm Cuno and his government.

29. Reich Youth Welfare Act
In an attempt to alleviate some of the worst effects of postwar child poverty, the Government passed an "act for child protection" in 1922.

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30. Erfüllungspolitik
Weimar politicians advocated various strategies to lessen or avoid the burden of the Versailles Treaty and the extreme war reparations that it imposed on Germany. Universally hated by the Right, the proponents of the "policy of fulfillment" argued that the best way was to comply with the Treaty and gain the Allies' favor through a spirit of compromise.

31. NSDAP Banned
Following the failed Beer Hall Putsch, the NSDAP was formally banned in November 1923. The organization continued operations under the name Deutsche Partei ("German Party") between 1924 and 1925, during which a considerable number of supporters, particularly in the North, shifted towards the newly founded Deutschvölkische Freiheitspartei ("German Völkisch Freedom Party").

32. White Terror
In the bloody aftermath of the Bavarian Soviet Republic's demise, many Communists and alleged Communists—including the leaders of the short-lived rebellion—were arrested, summarily tried, and executed by Freikorps and other militia.

33. Oswald Spengler
Conservative writer and historian Oswald Spengler became famous when his 1918 book *Der Untergang des Abendlandes* ("The Decline of the West") became a bestseller. Spengler's outlook was authoritarian and nationalistic, but he distanced himself from the National Socialist movement, advocating a "German Socialism" partly inspired by Italian Fascism.

34. Fürstenenteignung
Attempts from the Left, particularly the KPD, to expropriate the property of noble houses became a drawn out issue in Weimar Germany. Culminating in 1926 with a referendum that failed to garner enough support for expropriation, the question of noble families' property came to be yet another symbolic dividing line in the public consciousness.

35. Reichskunstwart
The position of "Imperial Art Guardian", given to Edwin Redslob in 1920, was intended to safeguard the official aesthetics of the Republic and promote its democratic ideals through currency, stamps, and government architecture.

36. Saalschlacht
In November 1921, an NSDAP rally in München was attacked by Communists. A small band of SA members violently dispersed the opposition, after which the event went down in SA legend as a defining moment in the movement's history and boosted its ranks during this early period.

37. Schwarze Reichswehr
Circumventing the prohibitions imposed by the Versailles Treaty, prominent Reichswehr officers—supported by top politicians—secretly armed and trained illegal paramilitary formations whose loyalty rested firmly with the conservative elements within the military. The soldiers were mainly drawn from the Freikorps ranks but also from the SA, Der Stahlhelm, and other militant organizations.

38. Küstrin Putsch
Led by Bruno Ernst Buchrucker, members of the Schwarze Reichswehr tried to seize the garrison city of Küstrin in October 1926. Their aim was to march on Berlin and overthrow Chancellor Gustav Stresemann's government, but the putsch was averted by loyal Reichswehr units after only a few days.

39. Artamanen Gesellschaft
Formed in 1923, the Artaman League pushed an agrarian "Blut und Boden" ideology that encouraged Germans to settle in the east to expand the Lebensraum of the German people, in opposition to the Slavs. The League's strong nationalism and antisemitic sentiments eventually led to its absorption by the National Socialist movement.

40. Hamburger Aufstand
In October 1923, militant Communists from the KPD faction KP Wasserkante in Hamburg took to arms, storming police stations and killing police officers. The rebellion was rapidly quenched, leaving about 100 people dead and several hundred wounded.

41. Thule-Gesellschaft
Based in München and mainly interested in the study of race and Germanic history, the occultist Thule Society attracted many leading radical nationalists, as well as intellectuals and artists. It had close ties to the Deutsche Arbeiterpartei (the forerunner of the NSDAP) and its leader, Anton Drexler.

42. Expressionism
The Expressionist movement, begun as an avant-garde phenomenon in Germany before the war, encompassed painting, film, literature, and theater. Its main focus was subjective perception, rather than an objective portrayal of reality and as such, the movement may be described as a precursor to many of the modern art movements of the early 20th century.

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43. Alldeutscher Verband
Founded in 1891, the "Pan-German League" became an important ideological factor during the Great War. In the 1920s, the League evolved into an increasingly racist and antisemitic organization, claiming that German racial superiority warranted the expulsion of Slavs from Germany and the re-annexation of the lost territories of the "Polish Corridor".

44. Rationalization
During the early 20th century, new technology and a deeper theoretical understanding of logistics and organization led to radically increased production as enormous factories with thousands of employees became the norm. In many cases, this also led to poor working conditions and a strictly economistic view of human resources.

45. Veterans
The Great War had severely damaged an entire generation of German men, and not only physically. Young men fortunate enough to survive the war unhurt were nonetheless brutalized and scarred mentally by their experiences. Many of them found no purpose in the new Republic, instead joining militant groups where their frontline background and capacity for violence were appreciated and quickly put to use.

46. Corporatism
In their continuous efforts to decrease class antagonism and lessen the impact of Communist propaganda, Coalition politicians generally advocated an economic policy based on cooperation between the big labor unions and business owners, a strategy that proved to be mostly a fair-weather solution.

47. Party Politics
The Weimar Republic's Reichstag was a dynamic and chaotic arena of competing parties, factions, and unholy alliances. While this was perhaps an inevitable consequence of introducing parliamentary democracy in a traditionally authoritarian society, it was also detrimental to political stability and predictability, and often led to locked positions, delayed promises, and fruitless compromises.

48. Crackdown
On numerous occasions, the Government tried to hamstring extremist groups through legislation and police crackdowns. While both Communist and NSDAP street militants were targeted, the legal system was generally more lenient towards "traditional" right-wing individuals and militias, even when they were engaged in organized violent activities.

49. Class Traitors
As the 1920s progressed, it became apparent that the extreme Left and the extreme Right often competed for the same target audience: the disenfranchised working class who had lost hope both in the Republic's promises and the traditionalist, monarchist rhetoric of the old élites.

50. Turncoats
Even though most members of the various political movements during the Weimar era were strongly committed to their cause, it was not uncommon for activists, street fighters, and sympathizers to change their allegiances—sometimes more than once.

51. Intellectuals
The growing importance of science and technology, as well as the traditional German Bildungsideal, meant that intellectuals and academics generally enjoyed a high status in society and often kept at the forefront of public discourse. In the big cities, and in Berlin in particular, intellectual and artistic life—often overlapping with political life—was extremely busy during most of the 1920s and the early 1930s.

52. Mass Media
The 1920s and 1930s witnessed a virtual explosion of new media outlets, with radio and cinema becoming readily available to huge new audiences and a plethora of newspapers and magazines competing for attention. In this rapidly expanding landscape of communication, getting your message across was as important as it was challenging.

THE GOLDEN TWENTIES ERA

53. Rentenmark
When hyperinflation reached its peak in 1923 (with one U.S. dollar being worth 4,200,000,000 German marks), serious efforts were made to stabilize the economy. The introduction of a new currency in November 1923 marked the end of inflation once and for all.

54. Gustav Stresemann
Perhaps no other politician had greater influence on Weimar parliamentary politics than liberal statesman Gustav Stresemann. Acting first as Chancellor and then as Foreign Minister, Stresemann stabilized the economy, negotiated several key treaties, and normalized Germany's relations with France, for which he received the Nobel Peace Prize in 1926. His untimely death in 1929 left a political vacuum that accelerated the decline of the Weimar Republic.

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55. Schutzstaffel
As leader of the Schutzstaffel ("Protection Squadron"), Heinrich Himmler developed what had originally served as a small bodyguard unit for NSDAP leaders into a deadly paramilitary organization. After the NSDAP power seizure in 1933, the SS replaced the SA as the Party's armed force, and eventually came to play a key part in the Nazi regime's genocidal policies.

56. Strasserism
The brothers Gregor and Otto Strasser were leading figures on the NSDAP's left wing, advocating a worker-oriented, anti-capitalist form of National Socialism. Gregor Strasser displayed an exceptional organizational talent and became an important asset for the party, and at the same time a serious rival to Hitler.

57. Paul von Hindenburg
A hero of the Great War and perhaps the most important national icon of interwar Germany, General Paul von Hindenburg received almost religious reverence from broad segments of society. Elected President of the Republic for the first time in 1925, he was ever a strong proponent of military and conservative ideals, although he despised the vulgar populism of the NSDAP and its leader, "that Austrian corporal."

58. Brownshirts
By the end of the 1920s, the Sturmabteilung was one of the largest paramilitary organizations in Germany, with hundreds of thousands of members. Adopting military organizational structures and a strong focus on aesthetics and identity, the SA attracted many former members of the Freikorps and other militant nationalist groups.

59. Stalinism
As the leader of the KPD from 1925 and onwards, Ernst Thälmann secured the party's loyalty to—and dependence on—the Soviet Union and its increasingly Stalinist doctrines. He directed his main antagonism towards the SPD (whom he dubbed "social fascists") and even cooperated with the NSDAP in their attempt to bring down the Social Democrats in Prussia.

60. Racial Theory
The founder of the Kampfbund für deutsche Kultur ("Militant League of German Culture") and the author on several works outlining the "Jewish Question," Alfred Rosenberg formulated much of the NSDAP's racial and antisemitic ideology, which built upon and expanded ideas that had been present in Europe for decades.

61. Barmat Scandal
In late 1924, Russian Jewish merchant Julius Barmat, who had engaged in several war profiteering ventures during the Great War and then started an investment company in Germany, was revealed to have close connections to several top members of the SPD. The notion of Jewish influence over the government's policies fueled the already strong antisemitic sentiments within the Right, who used the scandal to its advantage.

62. Roter Frontkämpferbund
The forming of the RFB ("Alliance of Red Front-Fighters") in 1924 was a response to the banning of the Proletarian Hundreds, the KPD's paramilitary wing. The RFB grew rapidly and engaged in an increasing number of violent confrontations with political opponents during the late 1920s.

63. Blutmai
The 1929 May Day demonstrations in Berlin escalated into full-scale rioting, and police responded with brutal violence. After three days of confrontations, 33 people were dead and over a thousand detained. The event severely and permanently damaged SPD-KPD relations.

64. Die Weltbühne
Originally founded in 1905 as a theater magazine, Die Weltbühne ("The World Stage") was one of the major organs for socialist intellectual discourse during the Weimar period. A plethora of contributors wrote for the magazine, which had a staunch anti-militaristic viewpoint and also came to argue fiercely against National Socialism in the late 1920s.

65. Overseas Loans
Substantial loans provided by the United States made it possible for the German government to solve several of its economic problems, at least temporarily. But this connection also made the country extremely vulnerable to any fluctuations in the U.S. economy.

66. Jazz Culture
American culture, with jazz music and dancing at the forefront, was extremely fashionable during the German 1920s. Adored by the young and trendy, and abhorred by conservatives and the older generations, "Americanization" was a divisive and ever-present phenomenon during the entire decade.

67. School Reforms
The mid and late 1920s saw a number of reforms to the German public school system, with the aim of providing children from all segments of society with at least a basic education.

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68. Urban Crime
While urbanization led to an explosion of modern culture, it also fueled glaring social problems in the big cities, where crime, prostitution, and drug abuse skyrocketed in the aftermath of the economic crisis.

69. Dawes Plan
Penned by American banker and diplomat Charles G. Dawes, the Dawes Plan of 1924 considerably eased the burden of German war reparations through U.S. loans and proposed means for restructuring and stabilizing the German economy. It also called for the evacuation of French and Belgian troops from the Ruhr.

70. Locarno Treaties
The Locarno Treaties of 1925 were a set of agreements between the Allied powers and the new states of Central and Eastern Europe, securing post-war border settlements and normalizing relations between former belligerents. The treaties also postulated that Germany was never to take up arms again.

71. League of Nations
Although Germany had been excluded from the League of Nations since the organization's inception in 1920, a series of deals and compromises—mostly engineered by Foreign Minister Stresemann—finally led to German membership in September 1926.

72. Ernst Jünger
Decorated war hero Ernst Jünger was one of Germany's most distinguished and controversial authors and a prominent figure in the intellectual circles of the radical Right during the 1920s and 30s. A harsh critic of liberalism and democracy, he always made a point of going his own way and actively distanced himself from the NSDAP.

73. Carl Schmitt
A prominent jurist and political theorist, Carl Schmitt was part of the radical conservative camp until he joined the NSDAP in 1933. His theories on power and authority remain influential to this day.

74. Bertolt Brecht
The Threepenny Opera, written in collaboration with Kurt Weill, brought Marxist playwright and poet Bertolt Brecht to international fame. He remained a key figure in Weimar left-wing cultural life until his exile in 1933.

75. Berlin-Tempelhof
The Tempelhof International Airport, built in 1923, was one of Europe's biggest and most modern airports at the time and an important prestige project for the German government.

76. Siedlungen der Moderne
As part of the government's drive to modernize Berlin, several ultra-modern apartment blocks designed by avant garde architects were built during the 1920s.

77. Frankfurt School
Founded in 1923 in Frankfurt am Main, the Institut für Sozialforschung ("Institute for Social Research") expanded Marxist theory to the social and cultural fields. Several of its key thinkers —among them Max Horkheimer, Theodor Adorno, and Herbert Marcuse—remain hugely influential to this day.

78. Housing Reforms
The construction of modern tenement buildings for the working classes was a vital part of the government's ambition to modernize German cities and remedy the increasing problems of overcrowding and slums.

79. Bauhaus
Modernist architect Walter Gropius founded the Bauhaus art school in 1919, but the school's influence became most notable during the mid 1920s. With its sleek, functionalistic aesthetics and focus on industrial, mass-market techniques, Bauhaus came to define the very essence of modernity.

80. Young Plan
By 1929, it had become apparent that Germany was neither willing nor able to repay the war reparations demanded by the Treaty of Versailles, even after they had been subsequently reduced by the Dawes Plan of 1924. The Young Plan reduced payments by a further 20%, but between its agreement and its adoption, the 1929 Wall Street crash made its implementation impossible.

81. Hindenburg Amnesties
After Hindenburg was elected President in 1925, around 29,000 political prisoners, most of whom had been interned during the 1918–1919 crisis, were released. The amnesties benefited the entire political spectrum, from NSDAP to KPD.

82. Referendum
The 1929 attempt by a number of right-wing organizations to introduce a law "against the enslavement of the German people" —effectively a suspension of the Versailles Treaty—met with overwhelming support: 94% of those who voted in the referendum. However, since the turnout was only 15%, the attempt ultimately failed.

83. RFB Banned
Following the exceptionally violent confrontations between police and Communist militants on May Day 1929, the RFB was banned and its assets confiscated. At the time, the organization had almost 130,000 members.

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84. Der Stahlhelm
Founded in 1918, Der Stahlhelm, Bund der Frontsoldaten ("The Steel Helmet, League of Front-line Soldiers") came to grow into the largest paramilitary organization in Germany, with 1,500,000 members in 1933. It had close ties to the DNVP and the so-called Black Reichswehr, but was fused into the SA after Hitler's power seizure.

85. Reichsbanner
As a response to increasing extremist violence, the paramilitary Reichsbanner Schwarz-Rot-Gold ("Black-Red-Gold banner of the Reich") was founded by members from all parties of the Coalition in 1924, but in reality came to function as SPD's militant wing.

86. DNVP Joins Government
The Deutschnationale Volkspartei ("German National People's Party") was the main nationalist and conservative party during the 1920s. While starting out as an ultra-radical monarchist and militarist organization, it gradually adopted a more pragmatic line, even joining the government in 1926.

87. Albert Einstein
Einstein was awarded the 1921 Nobel Prize for Physics, which cemented his position as one of the most influential scientists of his generation. However, his Jewish background and explicit socialist views made him controversial, not the least in his country of birth.

88. Konzerne
While the German economy stabilized by the mid-1920s, the tendency of big companies to fuse into market-dominating cartels led to slow economic growth.

89. Junker
Originally a medieval term meaning "young lord", the Junkers of 19th and early 20th century Prussia were effectively the land-owning class, with or without noble status. With their close ties to the military and the upper tiers of the public sector, the Junkers had a strong influence on Weimar politics, especially in the east.

90. Mittelstand
When the crisis years of the early 1920s had passed, the middle class began looking for political alternatives that could provide security and a restoration of the old social order to which their status and influence had been inextricably connected. Their sympathies were originally democratic, albeit conservative, but as the decade progressed and republican promises remained unfulfilled, many of them were drawn towards National Socialism.

91. New Woman
During the consumerism boom of the mid to late 1920s, the fashionable "New Woman"—the archetype of an independent person who distanced herself from the feminine ideals of previous generations—became an important symbolic figure. This embodiment of urban, modern life was despised by Conservatives and disliked by the Left, who saw it as a symbol of individualism and decadent consumer culture.

92. Urbanization
While large parts of the country remained rural, the process of urbanization was in full swing by the mid-1920s. People flocked to the big cities, and especially to Berlin—to find work, but also the entertainment and distractions that only urban life can provide. The crowded, teeming city rapidly became the epitome of modern mass culture.

93. Neue Sachlichkeit
"New Objectivity" emerged as a reaction to the Expressionist ideals of the 1920s. A markedly modern movement, its proponents advocated a stronger focus on current events and on the realm of Realpolitik, as opposed to the previous generation's subjective and emotionally tinged aesthetics.

94. Pragmatism
With his two terms in office (1923 to 1928), Centre Party politician Wilhelm Marx was the longest-serving Chancellor of the Weimar Republic. His policies were characterized by compromise and moderation, generally attempting to bridge ideological abysses created by extremist movements.

95. Thomas Mann
Prominent author Thomas Mann, who had been an ardent supporter of the German war effort during the Great War, stirred controversy when his political views shifted towards a more liberal perspective during the 1920s. He was strongly opposed to National Socialism and went into exile in 1933.

96. Mass Culture
The interwar period ushered in a new era of mass-market products and entertainment. The cinema became a pastime for millions, new audio technology facilitated mass meetings on a previously unknown scale, and factories started mass producing a plethora of items that up until then had been both rare and expensive.

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97. Ostjuden

An influx of Jewish immigrants from Eastern Europe into Germany's big cities was noted by many during the 1920s, and often caused controversy. Berlin in particular saw the creation of newly Jewish neighbourhoods, a transformation that was used politically to fuel the already strong antisemitic sentiments in German society.

98. Lebensreform

Originating in the late 19th century, the Lebensreform ("Life Reform") movement advocated a back-to-nature lifestyle in which vegetarianism, nudism, and sexual liberation were key ingredients. Several proponents of the movement emigrated to the U.S. and laid the foundations of the later hippie movement, while in Germany, Völkisch variants of Lebensreform gradually fused with National Socialist ideals of a strong, healthy, and physically fit German people.

99. Entartete Kunst

The view that modern art was deranged and decadent became more prevalent as the 1920s progressed, with intellectuals like Paul Schultze-Naumburg using the concept Entartete Kunst ("Degenerate Art") to advocate against all forms of culture that they deemed non-German and corrupted by Jewish influence.

100. U-Bahn

Work on Berlin's Untergrundbahn ("subway system"), which first opened in 1902, was paused during the Great War, and then stumbled along during the Republic's first chaotic years. In 1923, the first section of the North-South line was opened, followed by extensions and additions during the rest of the decade. While the project suffered from insufficient funds, it was a popular addition to the city's infrastructure.

101. Babelsberg

The film studio in Babelsberg was built outside Berlin in 1911 and saw a great many productions during the 1920s, including Fritz Lang's *Metropolis* and Josef von Sternberg's *The Blue Angel*. Cinema was one of the major forms of mass entertainment during the period, making it an important arena for the exploration of political and artistic ideals.

102. Funkturm Berlin

Constructed between 1924 and 1926, Berlin's first broadcasting tower rose 490 feet and was a distinctly modern addition to the city's skyline when it was erected. Radio was still a new phenomenon at the time, but quickly became an important part of daily life.

103. Die Angestellten

Rationalization and the increasing demand for administrative work led to a rapidly expanding white collar sector during the 1920s, while at the same time the number of small businesses exploded. As a result, Germany saw the birth of a new social segment: the lower middle class, which had profound effects on the labor market.

104. Treaty of Berlin

The German-Soviet Neutrality and Non-Aggression Pact of 1926, also known as the second Treaty of Berlin, built upon the foundations of the Rapallo Treaty and guaranteed a neutral stance between the two countries in the event of third-party aggression.

105. Wirtschaftspartei

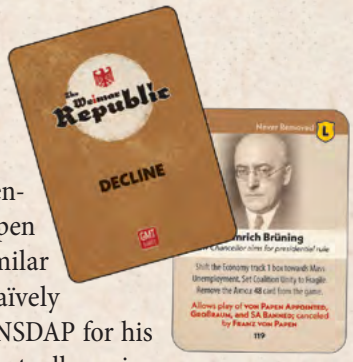
Founded in 1920, Wirtschaftspartei des deutschen Mittelstandes ("Economic Party of the German Middle Classes") competed for middle class votes with the conservative DNVP and the centrist parties throughout the 1920s. Its popularity peaked in 1930, after which its voter base was gradually absorbed by the NSDAP.

106. Ernst Niekisch

Originally a member of SPD and involved in the establishment of the Bavarian Soviet Republic, politician Ernst Niekisch eventually gravitated towards a more nationalistic and militaristic outlook. He denounced the SPD's pacifism and Hitler's "catholic spectacle" alike and became one of the leading German proponents of National Bolshevism, an amalgamation of totalitarian Left-wing and Right-wing ideals.

107. – 112. See notes above for Event cards #47 – #52.

The Decline Era



113. Franz von Papen Appointed

Conservative nobleman and General Staff officer Franz von Papen served as Chancellor in a similar vein as Heinrich Brüning: naïvely hoping to use Hitler and the NSDAP for his personal political aims and eventually paving the way for the Republic's demise.

114. Von Schleicher Appointed

General Kurt von Schleicher served as Minister of Defense under Franz von Papen, but outmaneuvered and eventually succeeded him, becoming the last Chancellor of the Weimar Republic. Like von Papen, von Schleicher underestimated Hitler and hoped to use the NSDAP to strengthen his own political position, a misjudgment that led to the fall of the Republic and later to von Schleicher's murder during the Night of the Long Knives in 1934.

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115. Preußenschlag

At the request of Chancellor Franz von Papen, President Hindenburg invoked Article 48 to dissolve the legally elected Prussian government in July 1932. In its stead, von Papen ruled as Reich Commissioner, together with his political rival Kurt von Schleicher. The aim of the coup was to restore order to the Free State of Prussia, which had seen increased street rioting under a divided government. The move was also a first step to what von Papen hoped would be a recentralization of the German Reich and a return to monarchy.

116. Mass Meetings

Propaganda mastermind Joseph Goebbels became an important asset for the NSDAP in his role as Gauleiter (District Leader) of Berlin. His tactics of attracting attention through virulent speeches, provocation, and instigation of violence proved very efficient during the turbulent years of the early 1930s.

117. Hitler Sworn In

Adolf Hitler was appointed Reichskanzler ("Chancellor") of Germany by President Hindenburg on 30 January, 1933. The event, often described as the Machtergreifung ("Power Seizure"), was the result of extensive political maneuvering both by leading conservatives and Hitler himself. While the former vainly believed they could tame the National Socialist movement and use it for their own ends, the latter began consolidating his power almost immediately, rapidly dismantling the last remnants of German democracy.

118. Enabling Act

After a fire scorched the Reichstag building in February 1933, newly appointed Chancellor Hitler called for the Reichstag to grant him emergency powers. The Ermächtigungsgesetz, or Enabling Act, was passed on 23 March, 1933, and allowed the Chancellor to bypass the Reichstag, the President, and the Constitution. While formally limited to four years, the Act effectively spelled the definitive end of the Weimar Republic.

119. Heinrich Brüning

When Centre Party politician Heinrich Brüning was sworn in as Chancellor in 1930, the Great Depression had just plunged the country into the worst economic crisis since the Great War. Brüning's solution was a harsh policy of tight credit and lowered wages, which made him extremely unpopular and lost him support in the Reichstag. As a response, Brüning used presidential emergency decrees to rule, effectively bypassing democracy and undermining the legitimacy of the Republic.

120. Osthilfe

In 1926, the government decided to launch a program of financial aid to bankrupted estates in the eastern provinces. Although a risky enterprise due to the dire economic situation, the government desperately needed the support of the eastern-landed nobility, the Junkers.

121. Gregor Strasser Resigns

Strasser was a prominent NSDAP leader when he accepted the role of Vice-Chancellor in December 1932, a position that Hitler himself had been offered and declined earlier that year. After Hitler became Chancellor in 1933, he forced his rival to resign all political positions. Strasser, like several other prominent Nazis, was later murdered during the Night of the Long Knives in 1934.

122. Harzburg Front

In an attempt to form a unified Right front against Heinrich Brüning's government, the NSDAP and the DNVP, as well as several nationalist and conservative organizations, met in Bad Harzburg in October 1931. However, as the two main factions disagreed on fundamental issues, the front was effectively dead on arrival and never accomplished any of its political aims.

123. Creditanstalt Crash

When Austrian bank Creditanstalt declared bankruptcy in May 1931, shockwaves of fear spread throughout Europe. Many saw this as the first sign that financial collapse and severe economic depression had crossed the Atlantic, which would indeed prove to be the case.

124. Hindenburg Runs Again

Paul von Hindenburg reluctantly ran for a second term as President in 1932. At the age of 84, he was still very much a symbol of national unity and patriotism to the conservative right, but since his main competitor for the office was Adolf Hitler, he was also supported by left and center politicians. In the end, however, his presidency would lead to Hitler's power seizure and thus mark the definitive end of the Weimar Republic.

125. Stände

The concept of Stände, fundamental social classes based on landed rights, formed in medieval times and was prevalent in German society well into the modern age. One consequence of WWI and the Weimar years was that this concept was challenged and oftentimes disrupted, with both economic and ideological consequences, and the radicalization of the middle classes perhaps being the most disastrous consequence of the late Republic.

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126. Protestantism

The Protestant faith, with its deep roots in north German society, became an important part of the ideological landscape of the interwar years. Ever a cornerstone of conservative identity, Protestantism was key to the reactionary opposition to the Republic. During the late 20s and early 30s, German Protestantism was divided by the growing spread of National Socialism as it struggled to balance the Nazis' fundamentally pagan worldviews with the need for popular support.

127. Reichstagsbrand

Dutch Communist Marinus van der Lubbe set fire to the Reichstag building on 27 February, 1933, providing the NSDAP the excuse they needed to dismantle democracy's last remnants in Germany. Although no connection to German Communists could be reliably established, Chancellor Hitler seized the opportunity to target both the KPD and other Leftist organizations.

128. Lausanne Conference

In the wake of the Great Depression, representatives from France, Great Britain, Belgium, and Italy met in Lausanne in June 1932. At this conference, the creditor powers agreed to cancel all German war reparation obligations.

129. SA Reforms

When Ernst Röhm, a long-time friend and ally of Hitler, accepted Hitler's offer to lead the SA in 1931, he brought radical reform to the organization. Röhm was a controversial leader, not least because he was a homosexual, but it was the SA's increasing power and the resulting lack of Party control over the SA that eventually led Hitler to remove his support for the organization, whose membership had increased to over two million by 1933. Röhm became a rival to Hitler and was murdered during the Night of the Long Knives in 1934.

130. Eiserne Front

Originally founded as a response to the short-lived Harzburg Front, the SPD sponsored the paramilitary organization Eiserne Front ("Iron Front") in 1931. It mainly targeted the NSDAP and the KPD and had close ties to the Reichsbanner.

131. Der Jugendliche

The idealization of youth and the young played an important, sometimes even mystical, role in the political landscape of the Weimar Republic. Even though youth organizations had existed since the 1800s, the interwar years saw membership swell in groups that were increasingly political in nature, most notably Hitler-Jugend, Bund deutscher Arbeiterjugend ("Hitler Youth, League of German Worker Youth"), founded in 1926.

132. Blut und Boden

Romantic, nationalist notions of German racial identity grounded in rural labor were popularized by right-wing ideologues in the 1920s and 1930s, most notably by prominent NSDAP leader Richard Walther Darré, who stressed the importance of going "back to the land" as well as German peasants' crucial role in a racially pure Reich.

133. Großraum

Heinrich Brüning's chancellorship saw a radical shift in German foreign policy towards aggressive self-assertion and the loosening of international ties. While in part a result of the economic crisis of the 1930s, this focus on reestablishing Germany as a great European power within its own supranational space (or Großraum) would only grow stronger as the decade progressed.

134. Psychoanalysis

The psychoanalytic movement, based on the works of Sigmund Freud, had gained significant traction by the 1930s. The idea that an individual was not necessarily a rational subject, making autonomous decisions, but rather a conglomeration of subconscious drives and suppressed sexual desires, rocked the very foundations of the rational worldview of the previous century.

135. Erich Ludendorff

Despite having been First Quartermaster-General, and thus the effective ruler of the German military dictatorship during much of the Great War, Erich Ludendorff never enjoyed the status of national icon that was bestowed upon his wartime superior Hindenburg. Spending most of the 1920s on political agitation, he was a major proponent of the Dolchstoßlegende, an early supporter of NSDAP, and participant in both the Kapp Putsch and the München Putsch, as well as an NSDAP candidate in the 1925 presidential elections. By 1930, he had distanced himself from politics and dedicated the rest of his life to military theory and paganism. He died of natural causes in 1937.

136. Catholicism

The Catholic Church, with its strongest bastions in southern Germany, was generally opposed to the NSDAP during the movement's ascension, not least because of National Socialism's explicitly anti-Catholic stance. However, as political realities changed in the early 1930s, the Church found itself in an increasingly difficult position. As a sign of the times, the Catholic Centre Party voted in favor of the 1933 Enabling Act.

137. SA Banned

In an attempt to stall the NSDAP's advances, Chancellor Brüning issued a ban on the SA in April 1932. The decision had severe effects on Brüning's already dismal popularity and enraged the radical Right, who hoped to incorporate the SA into the Reichswehr.

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138. Trotskyism
The purge of the leading Bolshevik Leon Trotsky from the Soviet Communist Party in 1927 marked the beginning of a major split in the international Communist movement. Proponents of Stalinism considered Trotsky and his followers dangerous traitors, while the Trotskyists themselves argued that the Soviet Union had failed to deliver on its initial promises and that Stalin's doctrine of "socialism in one country" was not compatible with Marxism's internationalist ideals. The schism only deepened after Trotsky's expulsion from the Soviet Union in 1929.

139. Martin Heidegger
Famous for his philosophical work Sein und Zeit ("Being and Time"), Martin Heidegger was a major intellectual figure in Germany when he joined the NSDAP in 1933. He became Rector of Freiburg University the same year, and although his motives for supporting Hitler may well have been as opportunistic as they were ideological, his involvement with National Socialism remains controversial to this day.

140. Stennes Revolt
Dissatisfaction with Hitler's parliamentary strategy had been brewing within the most revolutionary segments of the SA for years, when Berlin district leader Walter Stennes launched an all-out revolt against the NSDAP leadership in August 1930. While the revolt was resolved without violence, Stennes ended up expelled from the party.

141. Schwarze Front
After resigning from the NSDAP in 1930, Otto Strasser formed the Kampfgemeinschaft Revolutionärer Nationalsozialisten ("Combat League of Revolutionary National Socialists"), in an attempt to return to what he perceived as the original, anti-capitalist ethos of the National Socialist movement. The organization, commonly known as Schwarze Front ("Black Front"), failed to attract any substantial membership and Strasser was forced into exile in 1933.

142. IFS Burned Down
The Institut für Sexualwissenschaft ("Institute for Sexology") was a privately run, progressive Berlin institute. A target of increased NSDAP hostility as the party adopted a harsher stance against homosexuality in the early 1930s, the institute was looted and its archives burned in 1933.

143. Overcrowding
Old, poorly built, and severely neglected buildings had been a problem in Germany's big cities for years, but during the Great Depression, poverty and overcrowding created a very real slum problem that was exploited for political ends by both the Left and the Right.

144. Customs Union
The planned customs union between Germany and Austria that was announced in 1931 was met with alarm in neighboring countries, who feared a future political alliance. As a result of their pressure, the union was never realized.

145. Murder of Horst Wessel
Berlin SA Sturmführer Horst Wessel was murdered by Communists after a rent dispute, and Joseph Goebbels wasted no time turning him into a martyr. In NSDAP propaganda, Wessel was soon hailed as a great hero of National Socialism, which served both to boost the SA ranks and inspire existing members.

146. Erbgutpflege
Ideas concerning social hygiene and eugenics had been in vogue since the 19th century, but became increasingly popular and mainstream during the 1920s and 1930s. This trend was apparent not only in nationalist or right-wing circles; much of the framework for German state-organized eugenics was first established by Social Democratic Reichstag representative Alfred Grotjahn.

147. Altonaer Blutsonntag
In July 1932, brutal street fighting broke out in the city of Altona (then part of Prussia, today part of Hamburg) when KPD supporters disrupted an NSDAP rally. The incident, subsequently dubbed "Bloody Altona Sunday", left 18 people dead, the city in disarray, and represented a turn for the worse for the already fractured political landscape in Germany. Chancellor von Papen used the event soon after as an excuse to dissolve the elected government of Prussia, the Preußenschlag.

148. – 151. See notes above for Event cards #49 – #52.

152. – 159. Election
Although Reichstag elections were scheduled for every four years, the President could dissolve the assembly to force an early election. A total of nine elections took place between 1919 and 1933.

Article 48
Article 48 of the Weimar Constitution allowed the President to issue emergency decrees without Reichstag approval. Its was used from Republic's earliest years, becoming the norm by the early 1930s. In 1933, Hitler pressured President Hindenburg into using Article 48 frequently, enabling him to suppress opposition and transform his chancellorship into a dictatorship through legal means.

Reichstag Seats
Frequent elections, coupled with a proportional-representation parliamentary system, resulted in a fractured and divided Reichstag. No one party was ever strong enough to rule alone, and even parties with few seats could have an outsized impact on the stability of the government.

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The Weimar Republic

POLITICAL STRUGGLE IN GERMANY

1919 · 1933