The Weimar Republic

POLITICAL STRUGGLE IN GERMANY
1919 · 1933

RULEBOOK

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Game Contents

The Weimar Republic includes:

- **1** game board (mounted)
- **4** faction mats
- **169** Cards (52 Crisis Event cards, 60 Golden Twenties Event cards, 39 Decline Event cards, 8 Parliamentary Control cards, 8 Election cards, 1 ***Article 48*** card, and 1 ***Reichstag Seats*** card)
- **36** bot cards used by Non-player factions
- **150** Influence cubes (45 yellow, 35 red, 35 brown, and 35 black)
- **3** black Conservative Clique blocks
- **7** white Middle Class Sympathies pawns
- **1½** sheets of game markers
- **4** six-sided dice
- **2** 8.5"x11" Player Aid cards
- **4** 11"x17" Faction Aid cards
- **1** 11"x17" Non-player Aid card
- **1** Rulebook
- **1** Playbook

Introduction

The Weimar Republic is a card-driven game of political struggle in Germany during the interwar period, 1919 to 1933. Four factions compete for dominance: the democratic ***Coalition*** government of the Weimar Republic (***"Coalition"***), the Soviet-backed German Communist Party ***(Kommunistische Partei Deutschlands, "KPD")***, Hitler's Nazi Party ***(Nationalsozialistische Deutsche Arbeiterpartei, "NSDAP")***, and the right-wing ***Radical Conservatives ("RC")***. Players use faction-specific abilities to maneuver through the political landscape of the Republic, attempting to dominate through a combination of propaganda, parliamentary elections, street violence, economic influence, and ideological zeal.

Important! We think the best way to learn to play *The Weimar Republic* is to set up and play along with the Tutorial, located in the Playbook.

Each turn of *The Weimar Republic* represents one year and is divided into an Early Year and a Late Year round. During each round, factions use unique sets of abilities to increase their influence in Germany's regions and major cities. The game progresses through three distinct Eras, each with its own set of Event cards. Players use card events and faction actions to establish and grow their faction's Influence on the board and to manipulate factors like Momentum, the Economy, Middle Class Sympathies, and Progress and Reaction levels. Each faction has a unique Sudden Victory condition that can cause the game to end early if one faction can pull away from the others. By manipulating these parameters to their advantage, each faction can dramatically shift the course of the game.

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1.0 Factions and Components

This section outlines the factions and game components in ***The Weimar Republic***, with references to the sections of the rulebook where each concept is explained more fully. Each faction is controlled by a player or, if there are fewer than four players, any faction can be controlled by a Non-player "bot" [8.0].

1.1 Players and Factions

The **Coalition** represents the government of the Weimar Republic at its inception in 1919. Made up of the SPD (Social Democratic Party), DDP (German Democratic Party), and Zentrum (the Catholic Center Party), the Coalition strived to maintain democracy and republican government but rapidly lost popular support and was continuously forced to rely on deals with both the Right and the Left. Plagued by internal divisions and external enemies, the parties of the Coalition managed to steer the Republic through several serious crises until the democratic framework finally crumbled in the wake of the 1929 Wall Street crash, leading to the end of the Republic in 1933.

The **Kommunistische Partei Deutschlands (KPD)**, the German Communist Party, was founded in the bloody aftermath of the 1918 revolution. Gradually growing to become the largest Communist party outside the U.S.S.R., and increasingly aligning itself with the Soviet Union, the KPD contested Reichstag elections while also participating in a number of uprisings and revolts. In the later days of the Republic, the KPD came to view Social Democracy as its main adversary, which hampered all left-wing attempts to form a united front against fascism. The party was banned after Hitler seized power in 1933.

The **Nationalsozialistische Deutsche Arbeiter-partei (NSDAP)** was a far-right, nationalist, and populist political party that started as a fringe group in the broader reactionary movement but soon moved in its own direction. Led by Adolf Hitler, the NSDAP used revanchist, anti-semitic, and anti-communist propaganda to agitate against the Weimar Republic and the Treaty of Versailles. After failing to overthrow the government through violent means in the early 1920s, Hitler shifted his strategy and worked within the parliamentary system until the early 1930s, when he managed to gain massive popular support during the economic and political turmoil of the Great Depression and eventually grab power in 1933.

The **Radical Conservatives (RC)** represent a heterogenous movement advocating for a return to autocratic rule. Mainly consisting of old military and economic élites and their followers, the RC were a main proponent of the anti-semitic "stabbed in the back" myth, the belief that the German Empire did not lose World War I but was betrayed by democrats and Jewish elements in society. As hope for the return of the Hohenzollern monarchy faded and the movement failed to harness real popular support, the RC attempted to use National Socialism's growing popularity for its own ends, which resulted in the appointment of Hitler as Chancellor in 1933 and ultimately the end of the Weimar Republic.

Design Note: *All of the factions in **The Weimar Republic** can be controlled by Non-player "bots" [8.0]. Included in the Playbook is an essay outlining the reason for making each faction playable, as well as some reflections on the alternative histories that are possible (and impossible) within the sandbox of **The Weimar Republic**.*

1.2 The Game Board

The game board depicts interwar Germany and contains the spaces, tracks, and boxes that will be used to resolve the majority of actions when playing ***The Weimar Republic***.

Spaces: The map contains 26 spaces. A space may be either a State (yellow, orange, or gray rectangle), a Prussian Province (blue rectangle), or a City (circle). Throughout the rules, "space" only refers to spaces on the map, not on tracks or faction mats.

All spaces, except Bayern and all Cities, are grouped into Regions: Northern States, Southern States, and Preußen. Spaces in the same Region share a color. Note that in game terms, Cities are never part of any Region.

Design Note: ***The Weimar Republic*** *uses "Preußen" and "Prussian Province" interchangeably. Both terms refer to the same Region.*

Spaces that are connected with lines are adjacent to each other. Spaces that are overlapped by a City are adjacent to that City and to all other spaces overlapped by that City.

All spaces have a Population Number and Political Value. The Population Number is in the upper box and is the maximum number of Influence cubes that a space may hold [5.12]. A space's Political Value is in the lower box and is counted during Elections [7.0] and certain Events and represents the parliamentary significance of the space as well as its position in Weimar politics and economics.

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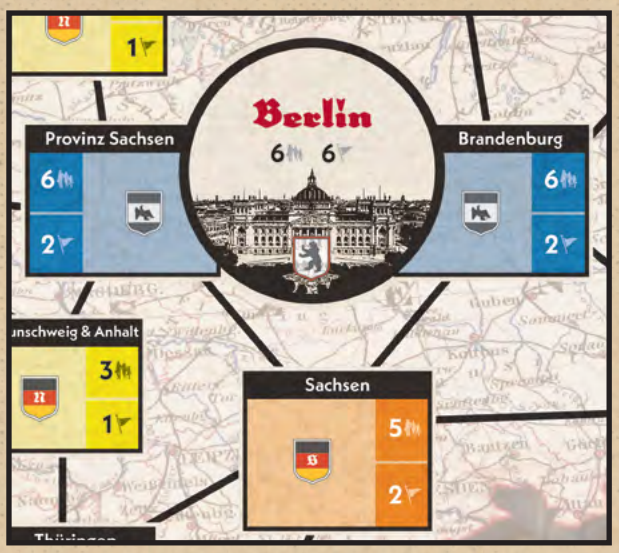
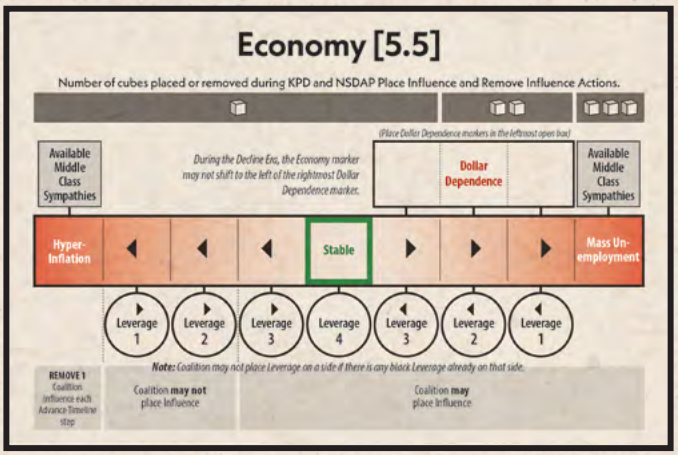


Example: *In this section of the map, Berlin is a City, Provinz Sachsen and Brandenburg are both Prussian Provinces, and Sachsen is a Southern State. Berlin is adjacent to both Provinz Sachsen and Brandenburg, but not Sachsen. Provinz Sachsen and Brandenburg are both adjacent to Berlin, Sachsen, and because they overlap a City (Berlin), they are adjacent to each other. Sachsen is adjacent to both Provinz Sachsen and Brandenburg, but is not adjacent to Berlin.*

Parliamentary Control: A faction gains, and may lose, Parliamentary Control over Bayern, each Region, and each City during Regional Elections [7.1]. A faction that gains Parliamentary Control takes the corresponding Parliamentary Control card [1.6] from the current holder or from beside the board. They also mark control in the corresponding Parliamentary Control space on the board as a reminder. If no faction has Parliamentary Control, both the Parliamentary Control card and matching Control marker are placed beside the board.

Design Note: *Parliamentary Control signifies that a faction has obtained enough electoral support to exert significant control over public authorities.*

Tracks: There are seven tracks on the board used during play: Economy, U.S. Deals, U.S.S.R. Deals, Progress, Reaction, Momentum, and Turn Order. Each track includes a marker that determines that track's current level. In addition, tracks include boxes where Available pieces are stored and where pieces are placed (generally to have an effect on that track). Throughout the rules, "box" only refers to boxes on tracks and faction mats, never to spaces on the map.



The Economy Track [5.5] shows the current state of the German economy, either Stable or leaning towards Hyperinflation or Mass Unemployment. The economy's current state is tracked by the Economy marker. Leverage markers are placed on this track to shift the Economy marker or block opponent Leverage, and Dollar Dependence markers are moved here when the U.S. Deals marker moves into the 3, 4, or 5 box on the U.S. Deals track. The current position of the Economy marker determines the effectiveness of several Actions, as well as the availability of the Middle Class Sympathies pawns at either end.

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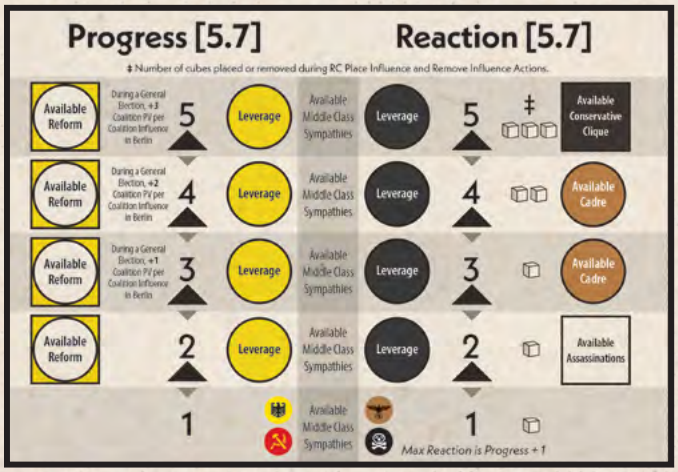
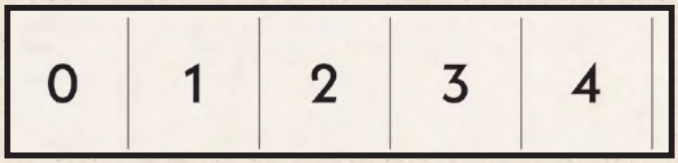
The **U.S. Deals Track** and **U.S.S.R. Deals Track** [5.6] indicate levels of foreign investment in the Weimar Republic. Each track holds a number of markers, such as Leverage, Reichswehr, and Dollar Dependence, which become Available as the U.S. or U.S.S.R. Deals marker shifts right on the track. Note that both of these tracks may only be increased, never decreased.



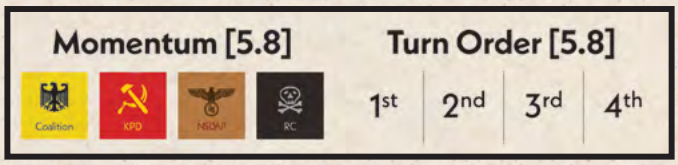
The **Progress Track** and **Reaction Tracks** [5.7] show the current state of progressive reforms implemented by the Coalition and corresponding reactionary developments, tracked by the Progress and Reaction markers, respectively. They share Available Middle Class Sympathies pawns that are made Available by the level of the Progress track for the Coalition and KPD factions, and the level of the Reaction track for the NSDAP and RC factions. Coalition Reforms on the Progress track are made Available by the position of the Progress marker. Likewise, two NSDAP Cadres, a shared NSDAP/RC Assassinations marker, and an RC Conservative Clique on the Reaction track are made Available by the position of the Reaction marker.

The position of the Progress marker may also grant a bonus to the Coalition for their Influence cubes in Berlin during a General Election [7.2], while the position of the Reaction marker changes the effectiveness of the RC Place Influence and Remove Influence Actions [6.6]. The relative positions of the Progress and Reaction markers also determine the outcome of Loyalty Checks during Assaults that involve Coalition and RC units [6.2], and affect some Events.

Along the top of the game board is the **Timeline**, which tracks the current game year. It is divided into three eras: Crisis (1919-1923), Golden Twenties (1924-1929), and Decline (1930-1933). A **Turn marker** indicates whether the current round is an Early Year or Late Year round [4.0].



At the bottom of the game board is the **Political Value (PV)** track, used during Elections [7.0] to track each faction's accumulated PV.



Finally, the **Momentum Track** and **Turn Order Track** [5.8] indicate the current Momentum faction and Turn Order.

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1.3 Faction Mats

Each faction uses a separate faction mat that has boxes for that faction's Available units, any Middle Class Sympathies pawns it has acquired, and a track which impacts that faction's Actions and Sudden Victory conditions [5.3].

The **Coalition Unity Track** represents the Unity between the various political parties making up the Coalition, and its position determines whether the Coalition may place Reforms and what conditions are necessary to place the Reformation marker on the Timeline, the Coalition's Sudden Victory condition [3.1].

The **KPD Stance Track** and **NSDAP Stance Track** represent the tactics used by each faction. Each faction's Stance marker shifts along a sliding scale between participating in democratic processes and advocating for revolutionary overthrow of the government.

Design Note: *Democratic, Pragmatic, and Revolutionary Stances indicate specifically that faction's willingness to use democratic processes rather than violence or coercion, not its ideological sentiments regarding democratic principles. All factions represented in this game used violence and coercion to varying degrees during the Weimar period.*

As the KPD Stance marker shifts towards Democratic, it can promote political causes with its Cadres; as its Stance becomes more Revolutionary, it can place Strike markers, cause a General Strike, and attempt a Revolution, KPD's Sudden Victory condition [3.1].

The NSDAP also has Cadres that become Available as its Stance shifts towards Democratic. As it becomes more Revolutionary, however, it can place Assassinations and attempt a Putsch, NSDAP's Sudden Victory condition [3.1].

Finally, the RC's **Economic Influence Track** shows the pressure applied to the various tracks on the board by the RC. As Leverage is taken from this track to be placed elsewhere, two Conservative Clique blocks and one Assassinations marker become Available, and the RC can attempt a Putsch, RC's Sudden Victory condition [3.1].

1.4 Units

Each faction controls one or more types of armed units, which are friendly to its own units and enemy to all others. Units participate in Assaults [6.2] and are needed for a faction to gain Supremacy in a space [5.9]. Each unit has a Survival Value (SV) indicating its effectiveness in combat. A unit's SV is also the number of hits needed to remove it during Assaults [6.2].

Types of Units

Coalition Freikorps [SV 2]

Coalition Reichswehr [SV 3]

NSDAP Sturmabteilung (SA) [SV 1]

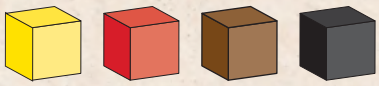
KPD Worker Militia [SV 1]

Radical Conservatives Rogue Freikorps [SV 2]

Coalition Freikorps units are double-sided. They start most scenarios loyal to the Coalition. But during Assault Actions [6.2] (and due to certain Events), Freikorps may be flipped to reveal their true loyalty. Disloyal units—revealed Rogue Freikorps—fight for the RC faction for the rest of the game. Note that unflipped Freikorps may never be examined before flipped, and that flipped Freikorps are marked with a small F.

1.5 Other Pieces

In addition to units, each faction uses a number of different pieces to achieve its strategic goals.



Influence Cubes represent a faction's political influence and ideological sway over the people of a space, as well as a faction's "street presence" and connections to influential local groups and individuals. Influence is used by all factions and is represented by Influence cubes. Each faction's number of Influence cubes is a strict limit; if none are Available, none may be placed.

Each space has a Population Number that is the maximum number of total Influence cubes that may be in that space [5.12].

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Generally, a faction may not both place and remove Influence cubes in the same space in the same round [6.0].

During Assaults, it takes one hit to remove an Influence cube [6.2].

Middle Class Sympathies pawns represent the support and attention of the German bourgeoisie. A Middle Class Sympathies pawn on a faction mat is Available only to that faction, although it may be moved by other factions during a Move Middle Class Sympathies Action [6.3–6.6].

Middle Class Sympathies provide a modifier during the Assault Action [6.2], affect RC Actions [6.6], provide Political Value during Elections [7.0], and are a key element of the Sudden Victory condition for both the NSDAP and RC factions [3.1].

Leverage represents the ability of the Coalition and RC factions to use economic pressure to create favorable circumstances. Yellow Leverage markers belong to the Coalition, while black Leverage markers belong to the RC.

Leverage markers may be placed in an empty Leverage box on the Economy, Progress, or Reaction tracks in order to influence that track. Leverage may also be placed in map spaces to affect Assault Actions [6.2] and Regional Elections [7.1].

Cadres represent groups of leading individuals and networks of loyalists, as well as propaganda infrastructure such as printing houses and meeting halls, and are available only to the KPD and NSDAP, which have five Cadres each. Cadres affect Assault Actions [6.2], several KPD and NSDAP Actions [6.4, 6.5], and Regional Elections [7.1].

No space may contain more than one Cadre, either KPD or NSDAP.

Conservative Cliques represent powerful and influential local right-wing groups, available only to the RC. Conservative Cliques affect the RC Place Influence and Remove Influence Actions [6.6].

Coalition **Reform** markers represent social and economic reforms implemented by the democratic Weimar government, are available only to the Coalition, and are a key part of its Sudden Victory conditions [3.1].

Strike! and **Uprising!** markers represent organized labor movements and are available only to the KPD. They are used to remove Leverage and block unit movement. No space may contain more than one Strike or Uprising marker [5.12].

A Strike marker may be flipped to become an Uprising by the KPD's Flip Strike to Uprising Action [6.4], which is a key part of the KPD's Sudden Victory conditions [3.1].

Although Strikes and Uprisings may be removed during an Assault, they have no SV value and do not contribute to KPD Assault results. During Assaults, it takes one hit to remove a Strike and two hits to remove an Uprising [6.2].

When the third Strike or Uprising marker is placed on the map, the **General Strike** marker (on the KPD faction mat) is automatically placed on the Timeline, which removes one Coalition Reform from the map and all Leverage (of any color) from the map and the Economy track (but not Progress/Reaction tracks). As long as the General Strike is active, units may move no more than one space during a Move Unit Action [6.3–6.6].

Assassinations represent waves of organized violence against political opponents and are available only to the NSDAP and RC factions. Assassinations markers are double-sided: yellow/red on one side and brown/black on the other. The color represents the faction targeted by the violence. Yellow/red Assassinations markers remove and block Coalition and KPD Influence; brown/black Assassinations markers remove and block NSDAP and RC Influence [6.3–6.6].

Each faction has its own **Sudden Victory** marker:

Coalition: **Reformation**

KPD: **Revolution**

NSDAP: **Brown Putsch**

Radical Conservatives: **Black Putsch**

A faction uses the Place Sudden Victory Marker Action [6.0] to place its own marker on the Timeline, which indicates the faction will check their unique victory conditions at the end of the round. If a faction's Sudden Victory marker is present on the Timeline and their faction-specific requirements for a Sudden Victory are met during the Sudden Victory Step, that faction immediately wins the game [3.1].

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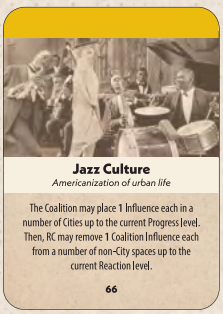
1.6 Cards

The Weimar Republic is a card-driven game, and most player turns will involve the play of one or more cards. Some cards are held in players' hands—Event and Election cards—while other are kept in front of the controlling faction—*Article 48*, *Reichstag Seats*, and Parliamentary Control cards.



Event Cards are broken into three different decks, which correspond to the three different Eras of the game: Crisis, Golden Twenties, and Decline. Event cards are held in a player's hand and new Event cards are dealt during setup and at the beginning of each new Era [2.0, 4.0]. A faction still holding an Event card will pay a Held Card Penalty during the New Era step [4.0, Step 6].

Lingering Events are a special type of Event card marked with a L icon and will remain in play throughout the current Era, possibly longer. Some Lingering Events allow other Events to be played later, while others modify gameplay to benefit a specific faction. During the New Era step, check each Lingering Event in play to see if it is removed from the game [4.0, Step 6].

Mandatory Events are a special type of Event card marked with an M icon. Mandatory Events may never be discarded. A faction still holding a Mandatory Event card will pay an additional Held Card Penalty during the New Era step [4.0, Step 6]. ***Note: all Mandatory Event cards are also Lingering Events.***

Election Cards are a special type of Event card that trigger an Election during the Election Step [7.0]. Only one Election card may be played each round. A faction left holding an Election card will pay an additional Held Card Penalty during the New Era step [4.0, Step 6].

The *Article 48* card is kept in front of the Coalition faction and is not part of the Coalition player's hand. It allows the Coalition to cancel the effects of an Event card (other than Election and Mandatory Events) once per Election Period [7.0]. When it is used, it is flipped face-down until after the next General Election. *Some Event cards show the 48 symbol. This is used to trigger play of the Article 48 card when the Coalition is a Non-player faction. Ignore this symbol if the Coalition is played by a human.*

The *Reichstag Seats* card is given to the runner-up of each General Election and is kept face-up in front of that faction [7.3]; it is not part of that player's hand. It allows a faction to become the Momentum faction and shift Coalition Unity towards fragile. When it is used, it is flipped face-down until the next General Election.

Gameplay Note: *This card represents control of the Reichstag after a General Election. Only the Coalition may use it because if the Coalition were to lose a General Election, the game immediately ends [7.3].*

Parliamentary Control cards are gained or lost when a faction gains or loses control of the corresponding space or Region during a Regional Election [7.1] or lost in Berlin due to play of Event card #5 *Kapp Putsch*. Each Parliamentary Control card is kept in front of its controlling faction and is not part of that player's hand of cards. Each one is flipped face-down when used. The winner of each Regional Election takes the matching Parliamentary Control card and flips it face-up.

Parliamentary Control cards, the *Article 48* card, and the *Reichstag Seats* card are never part of a player's hand.

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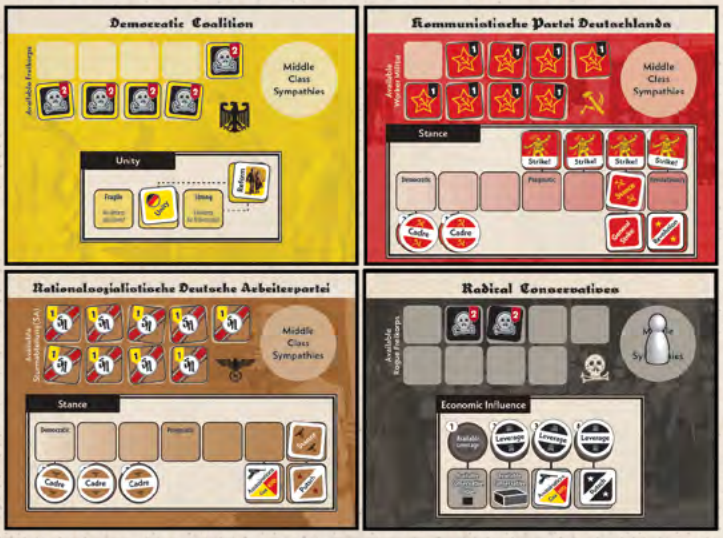
2.0 Setup

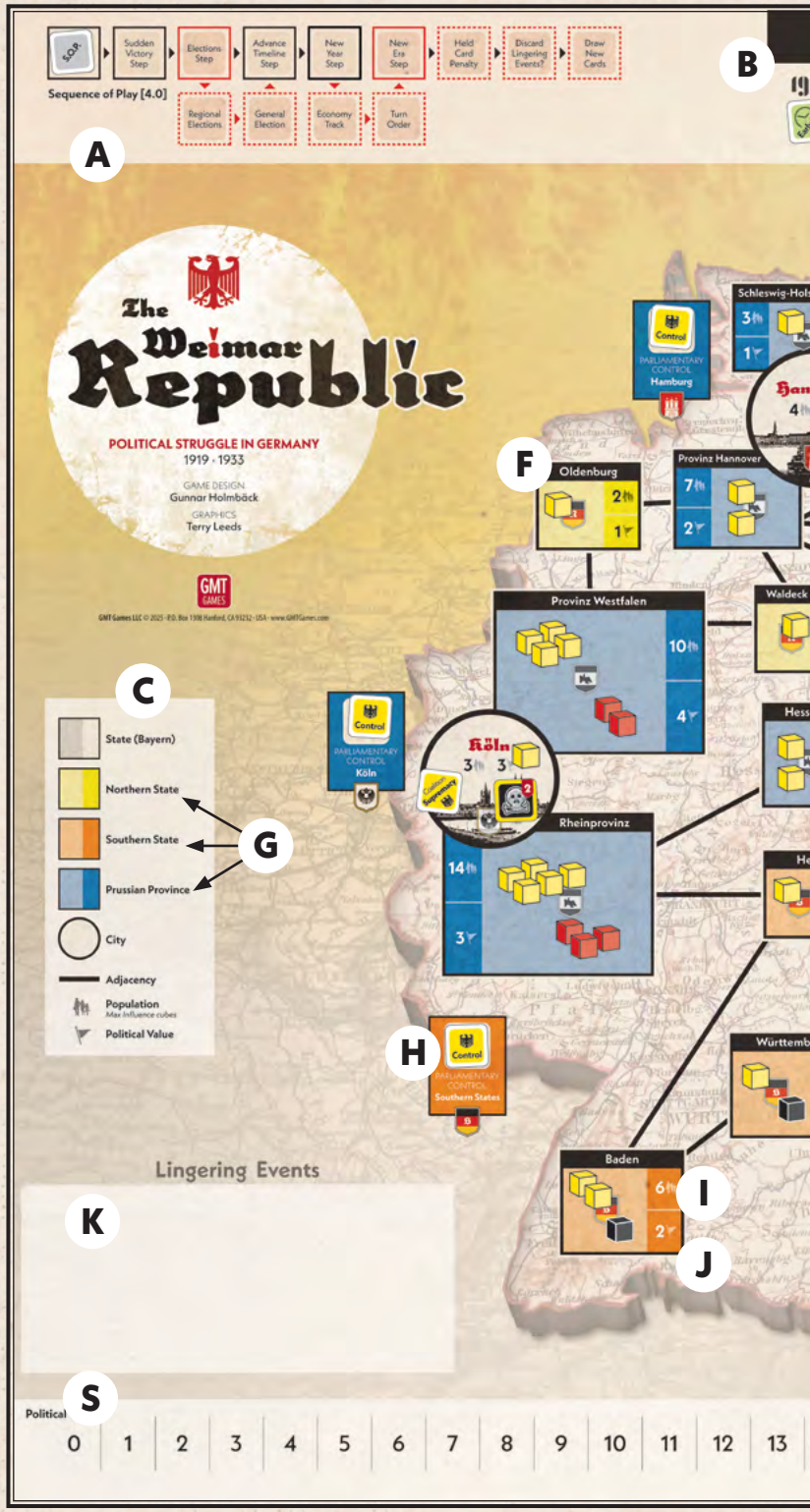
The Diagram to the right shows the setup for ***The Fate of the Republic*** *scenario, but these instructions apply to all scenarios.*

1. Choose a scenario from the Playbook [9.0], and decide who will play each faction. Lay the game board out and give each player the faction mat for the faction they control. See [8.0] if playing with any Non-player factions.
2. Give the *Article 48* card to the Coalition faction and pass out the Parliamentary Control cards and *Reichstag Seats* card per the scenario setup instructions.
3. Separate the Event cards by Era and construct the initial deck as specified by the scenario setup instructions [9.1].
4. Follow any remaining setup instructions in the Playbook for the chosen scenario [9.2–9.6].

FACTION MATS AT START



CARD HANDS AT START



MAP KEY

A	Sequence of Play	**D**	City
B	Timeline	**E**	Prussian Province
C	Map Key	**F**	State

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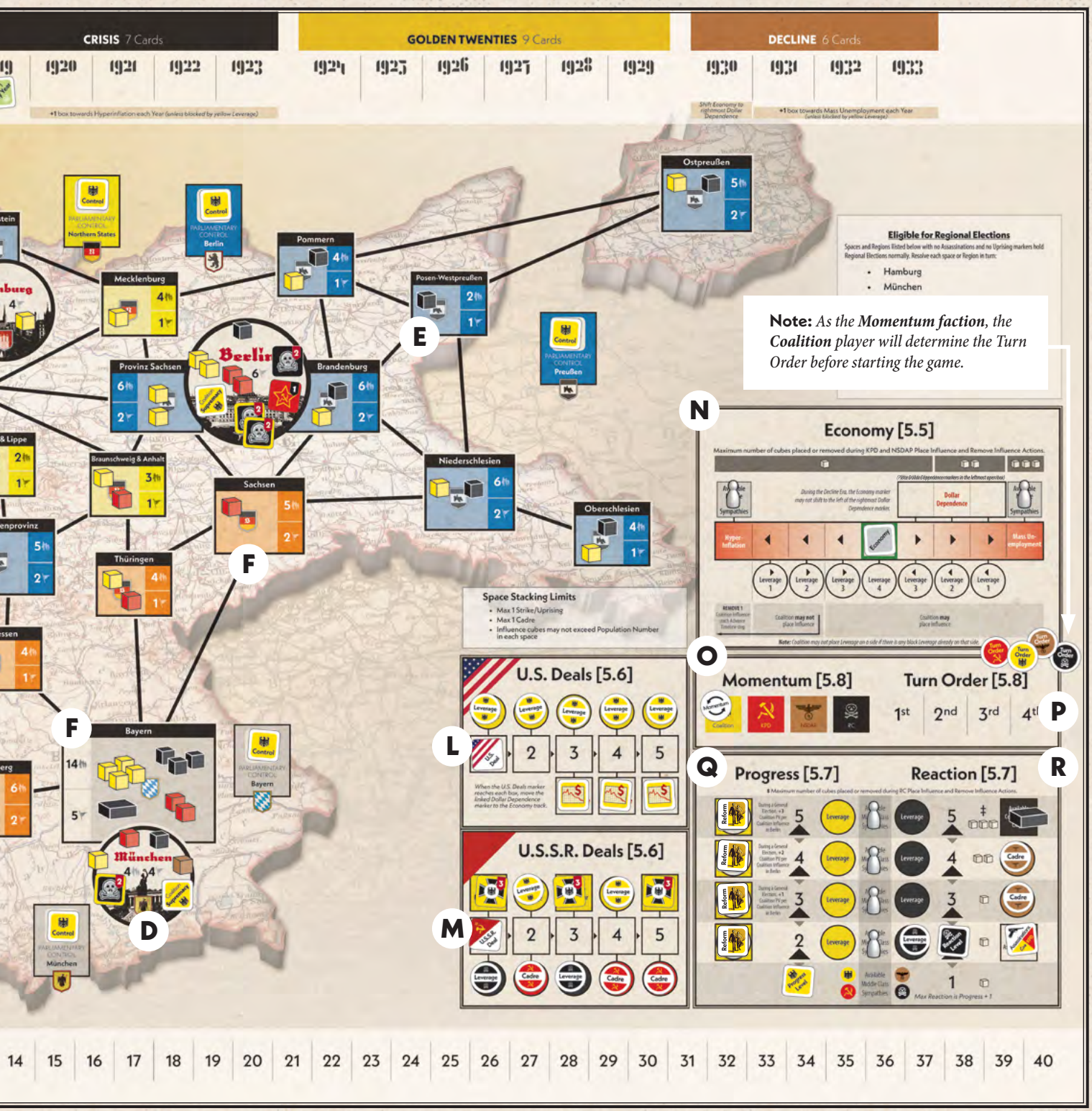

G	Regions	**J**	Political Value	**M**	U.S.S.R. Deals Track	**P**	Turn Order Track
H	Parliamentary Control Box	**K**	Lingering Events Box	**N**	Economy Track	**Q**	Progress Track
I	Population Number	**L**	U.S. Deals Track	**O**	Momentum Track	**R**	Reaction Track
						S	Political Value Track

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3.0 Victory

There are four ways the game can end:

Sudden Victory. The first faction that meets its Sudden Victory requirements while its Sudden Victory marker is on the Timeline during the Sudden Victory Step wins the game [3.1].

General Election Victory. If KPD, NSDAP, or RC wins a General Election, that faction wins the game [3.2, 7.3].

Event Card Victory. Certain Event cards may cause KPD, NSDAP, or RC (only) to win [3.3].

Scenario End Victory. At the conclusion of the final turn of the scenario, determine the winner per that scenario's Victory Conditions [3.4].

3.1 Sudden Victory

During the Sudden Victory Step [4.0, Step 2], each faction that has placed its Sudden Victory marker on the Timeline checks if they have met their faction-specific requirements for Sudden Victory. Check each eligible faction in turn order. The first faction to meet their requirements immediately wins (do not check any following factions). If no faction has won, remove all Sudden Victory markers from the Timeline and return them to their faction mats.

The Coalition wins a Sudden Victory if there are 4 Reform markers on the map **or** there are 3 Reform markers on the map and Coalition Unity is Strong.

KPD wins a Sudden Victory if there are 4 Uprising markers on the map **or** there are 3 Uprising markers on the map and KPD has Supremacy in Berlin [5.9].

NSDAP wins a Sudden Victory if it has more Middle Class Sympathies pawns on its faction mat than the RC **and** it has either Supremacy in Berlin or Supremacy in any 2 Cities [5.9].

RC wins a Sudden Victory if there are 4 or more Middle Class Sympathies pawns on its faction mat **or** there are 3 Middle Class Sympathies pawns on its mat and it has Supremacy in Berlin [5.9].

3.2 General Election Victory

During the Election step, either KPD, NSDAP, or RC may win the game if it wins a General Election [7.3].

However, if NSDAP won the General Election, but at least half of its PV was transferred to NSDAP from the RC [7.3], the game ends and RC is the overall winner. *The election is lost but control over Germany is stolen by a Conservative bloc!*

If the Coalition did not win the General Election, and RC did not steal the Election from NSDAP, the faction that did win the General Election is the overall game winner.

If the Coalition won the General Election, the game continues normally.

An Election Cycle [7.0] is triggered when playing the *A Time for Revolution?* scenario when the Momentum faction plays an Available Parliamentary Control or ***Reichstag Seats*** card [7.7, 9.3].

Gameplay Note: *The Coalition can never win the game via a General Election but only via a Scenario End victory.*

3.3 Event Card Victory

Play of certain Event cards may end the game and determine a winner.

Event Card #82 *Referendum*. When this card is played, as long as RC is the Momentum faction, immediately conduct a Special Election [7.4]. If RC (only) wins this election, the game ends and RC is the winner.

Event Card #117 *Hitler Sworn In*. When this card is played, immediately conduct a Snap Election [7.5]. KPD, NSDAP, or RC may win the game as a result, just like a normal General Election.

Event Card #118 *Enabling Act*. When this card is played, calculate NSDAP's current PV [7.6]. If all of the following are true, the game immediately ends and NSDAP is the winner:

- NSDAP is the Momentum faction.
- NSDAP holds the ***Reichstag Seats*** card.
- NSDAP currently has 15 or more PV.

3.4 Scenario End Victory

If no faction has won through a Sudden Victory, General Election victory, or Event Card victory by the end of the last year of the scenario, the overall game winner is determined by the victory conditions outlined in the scenario instructions [9.2–9.6].

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4.0 Sequence of Play

The Weimar Republic is played in a series of game years until one faction wins or until the completion of the final year specified by the scenario. The turn order for each year is determined by the Momentum faction at the start of each year. Each game year consists of two rounds: an Early Year round and a Late Year round. Each round follows this sequence:

Step 1. Action Step

Step 2. Sudden Victory Step

Step 3. Elections Step

Step 4. Advance Timeline Step

Additionally, during Late Year rounds, perform:

Step 5. New Year Step

During Late Year rounds in 1923 and 1929, also perform:

Step 6. New Era Step

1. Action Step: In turn order, each faction has one opportunity to either conduct one Action, play one Event card and conduct two Actions, or pass and optionally discard and redraw one Event card.

See **Section 6.0** for detailed instructions on playing Event cards and taking Actions.

2. Sudden Victory Step: In turn order, each faction that placed their Sudden Victory marker on the Timeline during the Action Step checks whether it has met its Sudden Victory requirements. If a faction meets its faction-specific requirements, it immediately wins the game and no further Sudden Victory checks are made. If no faction meets its requirements, all Sudden Victory markers are removed from the Timeline, returned to faction mats, and the game continues.

See **Section 3.1** for detailed instructions on Sudden Victory conditions.

3. Elections Step: If an Election card was played during the Action Step (or, if playing *A Time for Revolution?* scenario, an Extra Election was called), conduct Regional Elections, followed by a General Election [7.0].

Unless the General Election ends the game [3.2], following all elections, the Momentum faction conducts a Clean Slate [5.11].

See **Section 7.0** for detailed instructions on all Elections.

4. Advance Timeline Step: KPD may remove any Strikes or Uprisings from the map. Remove the General Strike marker (if any) from the Timeline if there are now fewer than 3 total Strike plus Uprising markers on the map.

Remove any Assassinations markers from spaces with Coalition units (Reichswehr or Coalition Freikorps).

If the Economy track is at Hyperinflation (i.e., all the way to the left), the Momentum faction [5.8] removes one Coalition Influence from any space.

Flip the Turn marker. If the Turn marker is now on its Late Year side, repeat steps 1-4 for the Late Year round. If it is now on its Early Year side, advance the Timeline to the next year and go to step 5, the New Year Step. If this was the last year of the scenario, perform any end game instructions for this scenario, then determine a winner [3.4]. Otherwise, if the Turn marker advances into a new Era, complete the New Era Step after completing the New Year Step.

5. New Year Step [if applicable]: If the Turn marker just flipped from Late Year to Early Year, perform the following steps:

Adjust the Economy track. If the Turn marker just entered 1920, 1921, 1922, or 1923 (i.e., within the Crisis Era), shift the Economy marker one box left towards Hyperinflation, unless prevented by yellow Leverage [5.4].

Adjust the Turn Order track. The Momentum faction determines the turn order for the upcoming year by placing each faction's Turn Order marker in the Turn Order display in any desired order.

6. New Era Step [if applicable]: If the Turn marker just entered 1924 (the start of the Golden Twenties Era) or 1930 (the start of the Decline Era), perform the following steps:

If the Turn marker just entered 1930 (the start of the Decline Era), place the Economy marker below the rightmost occupied Dollar Dependence box (if any). The Momentum faction then removes all Leverage from the Economy track and returns those markers to empty holding boxes [5.2].

If the Turn marker just entered 1931, 1932, or 1933 (i.e., within the Decline Era), shift the Economy marker one box towards Mass Unemployment, unless prevented by Leverage [5.4]. Note that during the Decline Era, the Economy marker may not shift farther left (i.e., closer to Hyperinflation) than the rightmost Dollar Dependence marker.

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Calculate Held Card Penalty. Each faction, in turn order, must reveal any held Event cards (i.e., Event cards in hand that were not played during the last Era; do not count *Article 48*, *Reichstag Seats*, or any Parliamentary Control cards). For each Election or Mandatory Event card that a faction holds, the Momentum faction may remove up to two Influence cubes belonging to that faction from any spaces on the map **and** that faction draws two fewer Event cards during this New Era step.

For each other held card, the Momentum faction may remove one Influence cube belonging to that faction from the map (even zero) **and** that faction draws one fewer card during this New Era step.

Design Note: *Watch out! The penalty for holding a card or two —especially a Mandatory or Election card—is brutal. If you draw an Election card, it's best to play it quickly in case another faction also drew one and beats you to it.*

Also, when playing the ***A New Hope***, ***Black Sun Rising***, *and The* ***Fate of the Republic*** *scenarios, if the Coalition (only) had a Held Card Penalty in the final round of the scenario, a full Election Cycle will determine the outcome of the game [9.4–9.6].*

Remove Lingering Events that are ending. Check the top of each Lingering Event and remove it when instructed. Note that some Lingering Events are never removed and thus remain in effect all game.

Draw New Cards. Remove the previous Era's deck and discards from play, including any held cards. Prepare the deck for the next Era per general Event deck preparation instructions [9.1]. In turn order, deal each faction 9 cards if starting the Golden Twenties Era or 6 cards if starting the Decline Era (unless a faction receives fewer cards due to a Held Card Penalty).

Factions that held cards from the previous Era will receive fewer cards. These factions draw two fewer cards for each held Election plus Mandatory Event card, and one fewer card for each other held Event card.

Example: *At the end of the Golden Twenties Era, the Coalition held one Election card and two other Event cards. One of those Event cards was #57* ***Paul von Hindenburg****, which is a Mandatory card. Going into the Decline Era, the Coalition will draw only 1 card (6 for the Decline Era minus 2 for the Election card, minus 2 for the held Mandatory card, and minus 1 for the other held card). Ouch!*

5.0 Game Concepts

5.1 Available, Unavailable, and Holding Boxes

Many cards and Actions refer to **Available** pieces. Some pieces —most units and all Influence cubes—are stored on or near the owning faction's mat and are freely Available at the start of the scenario.

Other pieces—Leverage, Assassinations, Strikes/Uprisings, Cadres, Reforms, Middle Class Sympathies, Coalition Reichswehr units, Conservative Cliques, and each faction's Sudden Victory markers—are stored in holding boxes on various tracks on the board or on faction mats. Holding boxes are labeled "Available" and each one specifies the name of the piece or unit kept there. Each holding box may only hold one piece. Every holding box is also either numbered directly or linked to a numbered box on its accompanying track. Generally, a piece is Available if it is in a box connected to the current position of that track's marker or in any lower-numbered box. Note that the Available Middle Class Sympathies pawns on the Progress and Reaction tracks are available to all factions, depending on the position of the Progress and the Reaction markers. The Progress marker determines Availability of these pawns for the Coalition and KPD factions, while the Reaction marker determines Availability for the NSDAP and RC factions.

Example: *The U.S.S.R. Deals track holds three Coalition Reichswehr units, two Coalition Leverage, two RC Leverage, and three KPD Cadres. When the U.S.S.R. marker is at level 2, the KPD Cadre and the Coalition Leverage connected to box 2 are Available, as are the RC Leverage and the Coalition Reichswehr unit connected to box 1.*

Important! The one place where Availability is handled differently is the Economic Influence track on the RC faction mat. Here, the Leverage marker in the lowest-numbered occupied box (i.e., the leftmost black Leverage) is always Available. As each Leverage is used (from left to right), the next one becomes Available. Both Conservative Clique blocks, an Assassinations marker, and the RC Putsch Sudden Victory marker become Available in turn when the Leverage in each connected box is removed.

Certain cards—*Article 48*, *Reichstag Seats*, and all Parliamentary Control cards—may be used only once between Elections. Keep these cards face-up in front of the controlling faction when unused; they are **Available** to be played [6.0]. After using a card, flip it face-down until the next Election, when these cards are flipped face-up to be Available again [7.3].

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All other pieces are **Unavailable** and may not be placed until released by their connected track. Pieces that may have already been placed are not affected when the track that governs their Availability shifts.

Actions and Events that allow a faction to place a unit or piece may only be performed if that unit or piece is Available. If none are Available, skip that instruction.

Generally, pieces on a faction mat are only ever Available to that faction. Middle Class Sympathies pawns on a faction's mat, however, are Available to other factions via the Move Middle Class Sympathies Action [6.3–6.6], though only NSDAP may move a Middle Class Sympathy pawn directly from an opponent's faction mat to their own.

Most other pieces are color-coded and can only be used by the matching faction. Assassinations markers, however, are color-coded according to the faction *targeted* by NSDAP and RC Place Assassinations Actions.

5.2 Placing and Returning Pieces to Holding Boxes

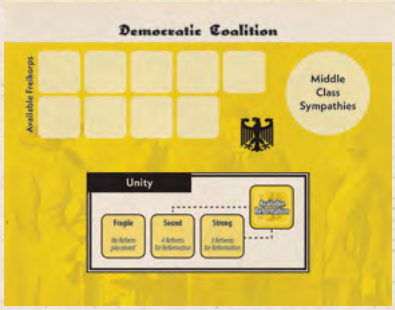
Whenever placing a piece on a track, place it in the lowest-numbered empty box on that track. Note that Leverage may be placed on one of two sides of the Economy track. In this case, place the Leverage marker in the lowest-numbered empty box on the chosen side (including the center box if the three boxes on the chosen side are already occupied).

Whenever returning a piece to a holding box, return it to any track or faction mat that has at least one empty holding box of the appropriate type (chosen by the active faction when there are several options). When returning a piece to a track that has more than one empty box, return it to the highest-numbered empty holding box on that track or faction mat (i.e., in the reverse order that the piece was removed).

When instructions specify to remove "up to" a certain number, a faction may choose to remove none.

5.3 Faction Mats

Each faction has a separate play mat that holds their Available units, Middle Class Sympathies, and a track that contains other pieces and reflects the internal state of that faction.



The **Coalition** mat tracks the Unity of the various parties that constitute the Coalition. The Coalition may not place a Reform when Unity is Fragile but may place a Reform when Unity is Sound or Strong. The Unity track also changes the Coalition's Sudden Victory requirements [3.1].

The **KPD** mat tracks their internal Stance, which ranges from utilizing Democratic processes to promoting a Revolution. KPD Stance determines which of the Cadre, Strike, General Strike, and Revolution markers are Available to the KPD. Any markers located above or below the Stance marker are Available to the KPD, as are any markers above or below boxes between the Stance marker and the Pragmatic box. The Strike above the Pragmatic box is always Available. When a Cadre is returned to the KPD mat, return it to the highest-numbered empty Available Cadre box. When a Strike or Uprising is returned to the KPD mat, return it to the highest-numbered empty Available Strike box, with its Strike side showing.

The **NSDAP** mat tracks the Stance of the NSDAP, which ranges from utilizing Democratic processes to promoting a Revolution. Like KPD, any markers below the Stance marker, as well as any markers below boxes between the Stance marker and the Pragmatic box, are Available to the NSDAP. When a Cadre is returned to the NSDAP mat, return it to the highest-numbered empty Available Cadre box. Return the Assassinations marker and the Putsch marker to their own boxes.

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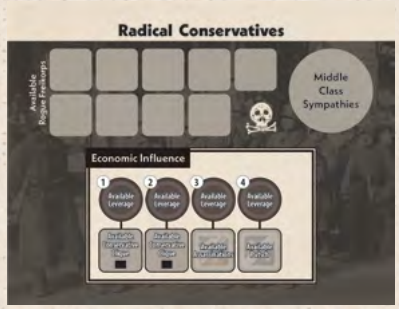


The **RC** mat tracks the Economic Influence of the Radical Conservatives. Leverage on the Economic Influence track becomes Available from left to right in turn; when the leftmost Leverage is placed, the new leftmost Leverage becomes immediately Available. Additionally, any Conservative Clique, Assassinations, or Putsch marker below an *empty* Leverage box is Available. When Leverage is returned to the RC mat, return it to the highest-numbered empty Available Leverage box.

5.4 Leverage

Leverage markers represent the Coalition and RC using their sway to change the perception of the Weimar government, either positively or negatively. Yellow Coalition Leverage becomes Available through the U.S. Deals and U.S.S.R. Deals tracks. Black RC Leverage becomes Available through the U.S.S.R. Deals track and the Economic Influence track on the RC faction mat. Leverage markers may be placed on the Economy track, on the Progress (yellow only) or Reaction (black only) tracks, or in spaces on the map.

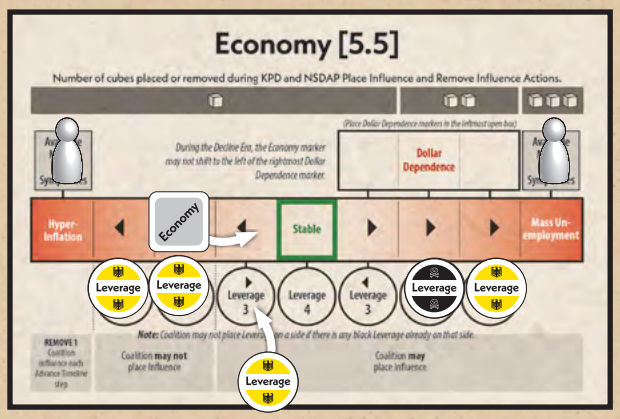
Both yellow Coalition and black RC Leverage markers may be placed either on the left side (towards Hyperinflation) or on the right side (towards Mass Unemployment) of the Economy track. Place Leverage in the lowest-numbered, empty box on either the left or right side (or in the center, if there are already Leverage markers in the three boxes on a chosen side). In all cases, the Coalition may only place a Leverage marker on a given side if there are no black Leverage markers already on that side of the track.

Placing Yellow Leverage on the Economy Track.
The Coalition uses their Leverage markers to shift the Economy marker. Whenever a yellow Leverage marker is placed on the same side of the track as the Economy marker, check if the Economy marker is farther along that side of the track than the newly placed Leverage marker (i.e., the Economy marker is closer to the Hyperinflation/Mass Unemployment box than the new Leverage marker). If so, move the Economy marker to the box that is directly above the newly placed Leverage (i.e., Leverage "pulls" the Economy marker back toward Stable). If the Economy marker is not closer to the end of the track than the newly placed Leverage, or is on the other side of the Economy track, do not shift it.

Yellow Leverage markers also serve to constrain the movement of the Economy marker. On each side of the track, the Economy marker may not move closer to the end of the track (i.e., toward the Hyperinflation or Mass Unemployment boxes) than the yellow Leverage closest to Stable on that side of the track.

During the Decline Era, the Economy marker may also never shift farther left than the rightmost Dollar Dependence marker, regardless of Leverage.

Placing Black Leverage on the Economy Track.
RC uses their black Leverage markers to block the placement of Coalition Leverage. Black RC Leverage markers are also placed in the lowest-numbered, empty Leverage box on either the left or right side. Unlike Coalition Leverage, RC Leverage does not affect the Economy marker, nor does the presence of yellow Leverage block placing black Leverage. Rather, the presence of RC Leverage serves to block the placement of Coalition Leverage on that side of the track.



Example: *It's 1928, and the Coalition player wants to shift the Economy track because currently it may not place Influence cubes during Place Influence Actions. There are already several Leverage markers on the Economy track: two yellow Leverage on the Hyperinflation side and one yellow and one black on the Mass Unemployment side. The Coalition may not place a yellow Leverage marker on the Mass Unemployment side; the black RC Leverage there blocks this move. And in any case, the Economy marker is on the Hyperinflation side of the track; placing Leverage on the Mass Unemployment side would have no immediate effect on the Economy marker.*

The only box that the Coalition may place a yellow Leverage in is the "Leverage 3" box on the Hyperinflation side. This box is the lowest-numbered empty box on this side of the track, and there is no black Leverage on this side of the track. The Coalition places its yellow Leverage in the "Leverage 3" box and shifts the Economy track marker right one box to the box directly above the newly placed Leverage.

Example continued on next page...

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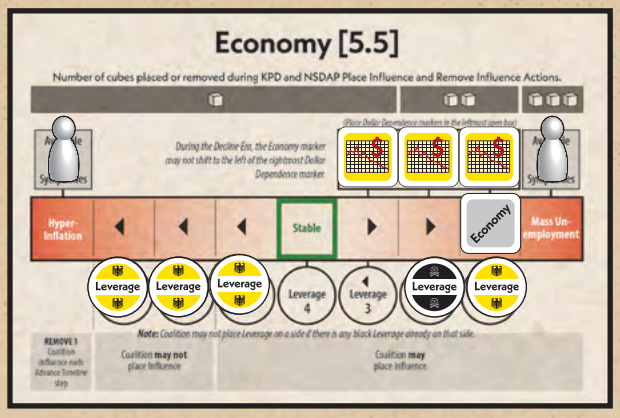
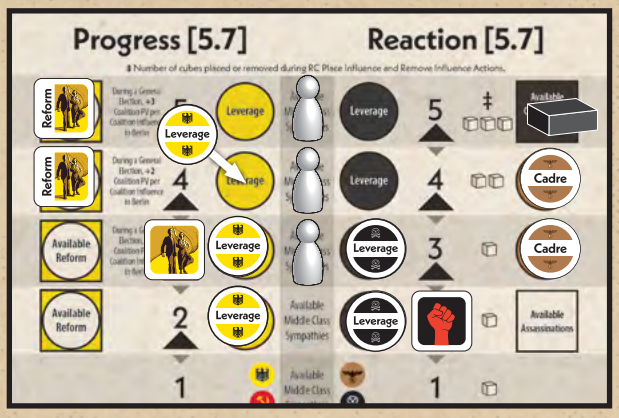


It's now 1929, and the Economy marker has since shifted to the Mass Unemployment side of the track. There are also now three Dollar Dependence markers on the Economy track. The black Leverage marker still blocks the Coalition from placing Leverage on the Mass Unemployment side of the track. The Coalition would first need to use the Remove Leverage Action to remove the black Leverage marker (returning it to an empty black Leverage holding box), and then use the Place Leverage on a Track Action to place a yellow Leverage marker in the "Leverage 2" box, the one previously occupied by the black Leverage. This would shift the Economy marker one box to the left. If it were 1930, however—in the Decline Era—even placing this new Leverage would not shift the Economy marker. This is because during the Decline Era, it may never move farther left than the rightmost Dollar Dependence marker. Tough times for the Republic!

Placing Leverage on the Progress and Reaction Tracks.
Yellow Coalition Leverage is placed on the Progress track, and black RC Leverage is placed on the Reaction track. Always place Leverage markers in the lowest-numbered, empty box. Unlike the Economy track, placing Leverage by itself does not shift the Progress or Reaction markers. Rather, the position of Leverage on the track limits how high the Progress and Reaction levels may go. The Progress level may never be in a box above the highest yellow Leverage marker. Likewise, the Reaction level may never shift to a box above the highest black Leverage marker.

Placing Leverage in Map Spaces.
Both yellow Coalition and black RC Leverage markers may be placed in spaces on the map. Leverage on the map affects Assault Actions [6.2] and Regional Elections [7.1]. Leverage in a space may be removed due to a Clean Slate [5.11], Coalition and RC Remove Leverage Actions [6.3, 6.6], the KPD Place Strike Action [6.4], and some Events.

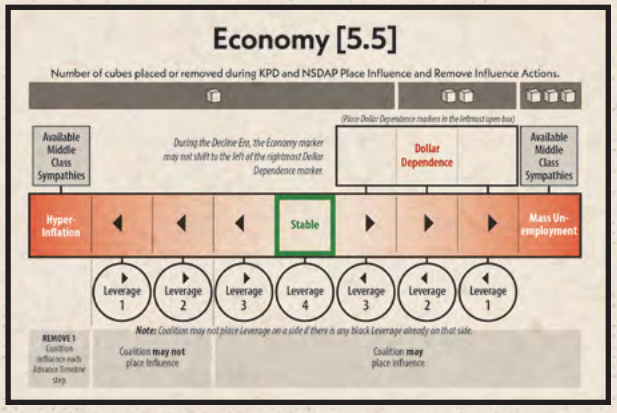


***Example:** It's 1925, and the Coalition faction would like to increase Progress. Currently, Progress is at the same level as the highest yellow Leverage marker, so Progress is not eligible to be increased by any means. The Coalition faction selects the Place Leverage on a Track Action first to place an Available yellow Leverage in the next box (level 4). Then, the Coalition can use the Advance Progress Track Action (or an appropriate Event card) to increase Progress by one level—which would also make another Coalition Reform Available.*

Removing Leverage.
Leverage markers are removed in reverse order, from the highest-occupied Leverage box (active faction chooses the side of the track) and returned to an empty Leverage holding box [5.2]. Do not adjust the Economy marker when Leverage is removed.

5.5 The Economy Track

The position of the Economy marker on the Economy track determines the number of Influence cubes that are placed or removed by KPD and NSDAP Place Influence and Remove Influence Actions [6.4, 6.5], whether the Coalition may place Influence with its Place Influence Action [6.0, 6.3], and whether the Coalition must remove Influence each time the Timeline advances [4.0, Step 4].



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The Economy marker is shifted by yellow Leverage [5.4] and some Events. When the Economy marker is in the center box, the Economy is Stable. When it is in any of the boxes to the left of Stable, it is moving towards Hyperinflation. Similarly, when it is in any of the boxes to the right of Stable, it is moving towards Mass Unemployment. The Economy marker is constrained by yellow Leverage markers. It may not shift closer to the end of either side of the track than any yellow Leverage also on that side.

The Dollar Dependence boxes hold Dollar Dependence markers, which are placed in these boxes from left to right as they are released from the U.S. Deals track [5.6]. During the Decline Era, the Economy marker may never shift farther left than the rightmost Dollar Dependence marker.

The Middle Class Sympathies pawns above the Hyperinflation and Mass Unemployment boxes become Available to all factions whenever the Economy marker occupies the connected box.

5.6 U.S. Deals and U.S.S.R. Deals

The U.S. Deals track and U.S.S.R. Deals track represent major economic agreements between the German government and the United States and Soviet Union, respectively. The U.S. and U.S.S.R. Deals tracks are advanced by the Coalition Increase Deals Action [6.3] or through play of Event cards.

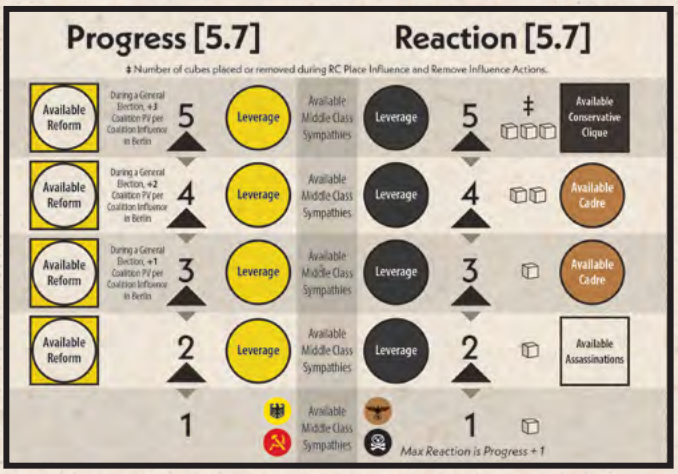
The Reichswehr, Leverage, and Cadre above and below the U.S. and U.S.S.R. Deals markers become Available as each track advances [5.1].

Any time the U.S. Deals marker shifts into a box above a Dollar Dependence marker, immediately place that Dollar Dependence marker on the Economy track in the leftmost open box. During the Decline Era (only), these markers limit shifts to the Economy marker [5.5].

Once advanced, Germany is committed to its deals with both the U.S. and the U.S.S.R. Neither the U.S. nor U.S.S.R. Deals marker may ever be moved to a lower value.

5.7 Progress and Reaction

The Progress and Reaction tracks show the current state of progressive reforms implemented by the Coalition and corresponding reactionary developments. These are tracked by the Progress and Reaction markers, respectively. Progress is increased via the Coalition Advance Progress Track Action [6.3]. Reaction is increased via the RC Advance Reaction Track Action [6.6]. Both the Progress and Reaction tracks are also shifted by some Event cards. The maximum level of each is determined by the number of Leverage markers on each track. Yellow Leverage markers set the maximum level for Progress; black Leverage markers set the maximum level for Reaction. In addition, Reaction may never be more than one level higher than Progress.



The Progress track holds four Reform markers and determines whether the Coalition receives any PV bonus for having Influence in Berlin during a General Election [7.2]. The Reaction track holds an Assassinations marker, two NSDAP Cadres, and a Conservative Clique, and it determines the amount of Influence placed and removed by RC Place Influence and Remove Influence Actions [6.6]. These pieces become Available as each track advances [5.1].

Between the two tracks are Middle Class Sympathies pawns, one at each level. Pawns at or below the level of Progress are

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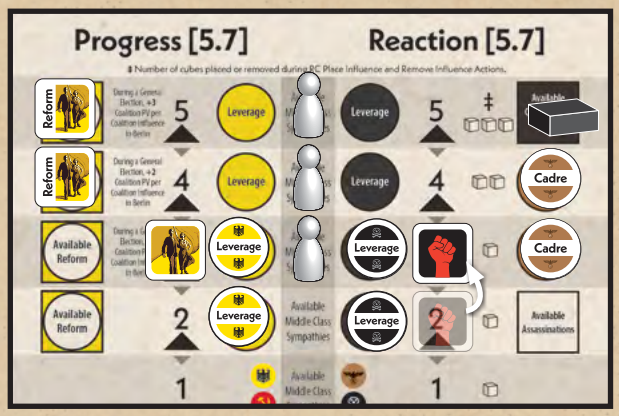
Available to the Coalition and KPD. Those at or below the level of Reaction are Available to the NSDAP and RC.

When Leverage is removed from the Progress or Reaction track, adjust the track as necessary so that the current Progress or Reaction level is not higher than the highest Leverage marker on that side. If removing Leverage from the Progress track results in Reaction being two or more boxes above the new Progress level, decrease Reaction so that it is one box above Progress. Pieces previously made Available by the position of these markers do not need to be returned as each marker decreases.



Example: *It's 1928, and the RC faction wants to increase the Reaction level to gain access to a Middle Class Sympathies pawn. There are two black RC Leverage markers already on the Reaction track. Currently at 2, Reaction is lower than the highest black Leverage on the Reaction track and isn't already one higher than Progress, so Reaction is eligible to be increased. RC selects the Advance Reaction Track Action and shifts the Reaction marker up one box to level 3. This move makes several pieces Available: one Cadre is now Available to NSDAP, and one Middle Class Sympathies pawn is now Available to both NSDAP and RC (this pawn was previously only Available to the Coalition and KPD due to the level of Progress).*

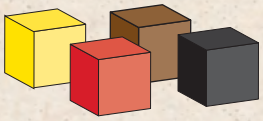
5.8 Momentum and Turn Order

One faction has Momentum at all times during the game. This faction is referred to as the **Momentum faction**. Record the current Momentum faction by placing the Momentum marker in the box matching the Momentum faction on the Momentum track. The Momentum faction determines turn order at the start of the game and during the New Year Step of the turn [4.0], performs each Clean Slate [5.11], receives bonuses in General Elections [7.2], and sometimes makes decisions when implementing Event cards. Momentum is gained through successful Assaults [6.2], the Gain Momentum Action [6.3–6.6], play of the *Article 48* and *Reichstag Seats* cards, and some Event cards.

Turn order is determined by the Momentum faction during setup and during the New Year Step. Record the current turn order by adjusting each faction's Turn Order marker on the Turn Order track. After each faction takes their turn, their Turn Order marker can be flipped to its back side to note that it has acted this round (flip it face-up again during each Advance Timeline step).

5.9 Presence, Dominance, and Supremacy

Presence and **Dominance** measure political power and depend on the number of Influence cubes in a space. Each faction with at least one Influence cube in a space has **Presence** in that space. The faction with the highest number of Influence cubes in the space has **Dominance** in that space. If there is a tie for greatest number of Influence cubes between several factions with the same number of Influence cubes, no faction has Dominance there (but all factions with a cube do have Presence). Presence and Dominance are necessary to conduct some Actions [6.3–6.6], and Dominance awards the PV of the space to that faction during Regional Elections [7.1].



While Presence and Dominance measure political power, **Supremacy** is an indication of military power. Total the Survival Value of each faction's units in a space (only: Cadres, Strikes, Uprisings, and Conservative Cliques have no SV value). The faction with the highest total SV has Supremacy in that space. If two or more factions each have the same total SV, no faction has Supremacy. While there is no marker for Presence or Dominance, players may use a faction's Supremacy marker in the space as a reminder.

When determining Supremacy after an Assault [6.2], include any Reichswehr that failed a Loyalty Check.

Supremacy in Berlin is one pathway to Sudden Victory for KPD, NSDAP, and RC factions [3.1]. Supremacy in a space also prevents a faction from losing Influence for being the attacker in an Assault [6.2], blocks an opponent's Remove Influence Actions [6.3–6.6], and—for RC only—prevents an NSDAP Place Assassinations Action from removing a Conservative Clique [6.5].

5.10 Parliamentary Control

The faction that gains the most Political Value (PV) in Bayern, a City, or a Region during a Regional Election gains **Parliamentary Control** there. They claim the matching Parliamentary Control card, then mark the corresponding Parliamentary Control box on the game board as a reminder. Parliamentary Control only changes during Regional Elections [7.1], but it may be lost in Berlin as a result of Event card #5 *Kapp Putsch*.

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5.11 Clean Slate

After Elections and after play of the ***Article 48*** or ***Reichstag Seats*** cards, the Momentum faction conducts a **Clean Slate** in every map space. After play of a Parliamentary Control card, the Momentum faction conducts a Clean Slate in the matching space or Region.

To conduct a Clean Slate, the Momentum faction removes all Strikes (only, do not remove any Uprisings), Assassinations, and Leverage markers from the affected map spaces (only, do not remove Leverage from any tracks), with the following exceptions:

- Do not remove Strikes from spaces with a KPD Cadre, KPD Dominance, or KPD Parliamentary Control.
- Do not remove yellow Leverage markers from spaces where the Coalition has Dominance or Parliamentary Control.
- Do not remove black Leverage markers from spaces where the RC has Dominance or Parliamentary Control.

5.12 Limited Stacking

Several pieces are limited in the number that may occupy any given map space. These limits apply at all times.

The total number of Influence cubes in any space may not exceed that space's Population Number [1.2]. A space can always have at most one Strike, or one Uprising marker, not both. There may only be one Cadre in any given space, either KPD or NSDAP. Ignore any instruction to add one of these pieces to a space if its maximum number has already been met.

Each box on all tracks and faction mats may only ever hold one piece (as listed in each box).

There is no limit to the number of units (Coalition Freikorps and Reichswehr, KPD Worker Militia, NSDAP SA, and RC Rogue Freikorps) that may occupy any given map space.

5.13 Deal Making

Although players are free to negotiate with each other, such agreements are not enforceable by the rules. Cards, units, pieces, or other resources may not be traded or given away, with two exceptions:

During an Assault, a faction may loan any or all of their own units in the Assault space to one of the participating factions. The receiving faction treats these units as their own for the duration of the Assault [6.2].

During a General Election, the Momentum faction may transfer up to half of their PV (round down) to another faction [3.2, 7.2].

6.0 Action Step

During the Action Step, each faction in Turn Order becomes the active faction and must perform one of the following:

- Take one Action.
- Play one Event card and then take two Actions, or take two Actions and then play one Event card.
- Take no Actions and pass. A faction that passes may discard an Event card from their hand and draw a replacement. In the rare event that the draw deck is empty, no faction may discard a card in this manner. *Mandatory cards and Election cards may never be discarded.*

Optionally, the active faction (and possibly the Coalition) may also perform one or more bonus operations:

- If holding the ***Reichstag Seats*** card, the active faction may play it if Available [5.1].
- If holding one or more Parliamentary Control cards, the active faction may play one if Available [5.1].
- The Coalition may play the ***Article 48*** card to cancel the effects of an Event card played by any faction, if it is Available [5.1].

Thus, any given faction's Action Step may involve as many as four separate operations: playing one Event card (that may be canceled by Article 48), performing one or two Actions, playing ***Reichstag Seats***, and playing one Parliamentary Control card. Regardless of the total number of operations in any given Action Step, each operation must be completed in full before performing another (if performing two Actions, both Actions must be complete before starting the next operation). These operations may be completed in any order, determined by the active player.

Performing Actions

See Sections 6.3 – 6.6 and the Player Aid Card for specific details on the Actions available to that faction. Note that several factions may share similar Actions, but the specific way those Actions are performed often differ from faction to faction.

A faction may choose any Action from their faction-specific list of Actions, even if the Action would have no effect. If performing two Actions during an Action Step, any combination of Actions may be chosen (even the same Action twice, given the Limits on Actions and Events [6.0]). Fully complete the first Action before performing the second. Both Actions must be completed before starting another operation (such as playing an Event card).

Gameplay Note: *A faction that selects both Place Influence and Remove Influence may not perform those Actions in the same space.*

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Playing Event Cards

See Section 6.1 for details on playing Event cards (including Election, Mandatory, and Lingering Events).

Reichstag Seats

The faction holding the ***Reichstag Seats*** card may play it if Available during its own Action Step. When ***Reichstag Seats*** is played:

- Shift Coalition Unity one box towards Fragile.
- The active faction immediately becomes the Momentum faction [5.8].
- Conduct a Clean Slate in every space of the map [5.11].

The ***Reichstag Seats*** card may be used once during each Election Period [7.0]. When used, flip it face-down; flip it face-up during the next Election Cycle [7.0], when it is given to the runner-up faction in the General Election [7.2].

Parliamentary Control Cards

A faction holding one or more Parliamentary Control cards may play one if Available at any point during their own Action Step. Each faction may only play one Parliamentary Control card during each Action Step. When played, perform the following steps:

- Perform one bonus Action in the space or Region named on the Parliamentary Control card.
- Optionally, remove one Coalition Reform from the named space or Region.
- Conduct a Clean Slate in the space or Region named on the card [5.11].

If performing an Action, that Action is limited to the space or spaces in the Region named on the Parliamentary Control card. The selected Action must affect the select space in some way (i.e., by adding, moving, or removing pieces to/from the space). Follow all regular rules for the chosen Action. If performing a Move Units Action, units may originate outside those spaces but must end their movement within the named space(s).

A Parliamentary Control card may be used once during each Election Period. When used, flip it face-down; flip it face-up during the next Election Cycle [7.0]. Parliamentary Control cards are awarded to the faction that wins a Regional Election in the named space or Region [7.1].

Article 48

After play of an Event card by any faction (including itself), the Coalition may play the ***Article 48*** card if Available in order to cancel fully the text of that Event card—as long as the card is not an Election or Mandatory Event. ***Article 48*** must be played before performing any instructions on the Event card. When played, pause the active faction's Action Step:

KPD Cards Coalition Card

Example: *It is the start of the Late Year round in 1933. KPD is first in Turn Order and so will act first this Action Step. KPD plans to play an Event card but decides to take both Actions first. First they choose the Place Influence Action, placing a KPD Influence cube in Rheinprovinz. Next, they must perform their second Action before any other operation. They select the Remove Influence Action. They would love to further strengthen their position in Rheinprovinz, but a faction may not both place and remove Influence from the same space on the same faction's turn. Instead, they strike elsewhere, removing an NSDAP Influence from Bayern.*

Next, KPD plays Event card **#124 *Hindenburg Runs Again***, *but the Coalition has been waiting for this moment. They do not want this Lingering Event to go into effect. Not only would it give KPD more opportunities to play its* ***Reichstag Seats*** *card, but it also allows later play of the dangerous* ***Hitler Sworn In*** *card, and the Coalition would lose its powerful* ***Article 48*** *card! Normally, the order of actions during the Action Step is determined by the active faction, but the Coalition may interrupt to play* ***Article 48****. This card fully cancels the played Event and* ***Hindenburg Runs Again*** *is placed in the discard pile without any effect. Next, the Coalition becomes the Momentum faction and conducts a Clean Slate across the entire map. Finally, the* ***Article 48*** *card is flipped face down as a reminder that it is not Available again until after the next Election.*

Now play returns to KPD. Although their Event card was canceled, their turn is not quite over. They decide to play their ***Reichstag Seats*** *card in order to become the Momentum faction. They also shift the Coalition Unity marker one box towards Fragile and conduct a Clean Slate across the entire map. Then they flip the* ***Reichstag Seats*** *card face-down to note its use; it will be Available again after the next Election. Note that the* ***Hindenburg Runs Again*** *Event card also has the* **48** *symbol, which would trigger a Non-player Coalition to play* ***Article 48*** *to cancel it.*

- Cancel all effects of the played Event's text, including any "Cancels ___" or Lingering Event instructions; discard the Event card.
- The Coalition becomes the Momentum faction [5.8].

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- The Coalition (as the Momentum faction) immediately conducts a Clean Slate in every space of the map [5.11].

Though the played Event was blocked, the active faction may still perform two Actions.

The ***Article 48*** card may be used once during each Election Period. When used, flip it face-down; flip it face-up during the next Election Cycle [7.0].

Gameplay Note: *Since the **Article 48** card goes to the faction that wins the General Election, only the Coalition will ever hold it—if any other faction wins the General Election, they win the game! Some Event cards show the* 48 *symbol. This is used to trigger play of the **Article 48** card when the Coalition is a Non-player faction. Ignore this symbol if the Coalition is played by a human.*

Limits on Actions and Events

When resolving any Action or Event card (including when performing any Actions allowed by an Event), the following restrictions always apply:

- A space may never hold more Influence cubes than its Population Number [1.2, 5.12].
- Influence cubes may not be both removed from and placed in the same space during the same faction's Action Step.
- Influence cubes may not be placed in a space if there is an Assassinations marker there that matches the color of the placing faction.
- If the active faction performs two Assault Actions, each Action must target a different space.
- The Coalition may not place Influence cubes if the Economy marker is in any of the three left-most boxes (i.e., towards Hyperinflation) [5.5].
- A space can always have at most one Strike, or one Uprising marker, not both [5.12].
- There may never be more than either one KPD Cadre or one NSDAP Cadre in any one space [5.12].
- The Economy marker may never shift closer to the end of either side of the Economy track than any yellow Leverage on the same side [5.4] (i.e., it can never shift past any yellow Leverage).
- In addition, during the Decline Era, the Economy marker may never shift farther left than the rightmost Dollar Dependence marker [5.5], *even when there is a yellow Leverage marker to the left of the left of this Dollar Dependence marker.*
- Reaction can never shift more than one box higher than Progress [5.7].
- If an Event allows a card to be discarded, Election and Mandatory cards may never be discarded.
- In-play Lingering Events [1.6] may alter or block certain Actions (even those granted by a just played Event card).

KPD and NSDAP: Sworn Enemies

If any Event or Action causes a KPD Worker Militia to be placed in a space with an NSDAP SA unit (or vice versa), the active faction must immediately Assault the other faction in that space. If the active faction is not KPD or NSDAP, however, the active faction chooses which faction is the attacker and which is the defender. This is a free Assault and does not count as an Action for any faction.

6.1 Playing Event Cards

The active faction may play any Event card from its hand—regardless of the faction(s) that may be affected by the Event. Unless a specific faction is noted in the Event text, the active faction makes all choices regarding Event instructions. Where Events specify that an activity "may" be performed, the faction performing that activity determines the extent to which it is performed (including not at all). Otherwise, Event instructions must be performed, although a non-Election/non-Mandatory Event may be canceled by the Coalition's use of the ***Article 48*** card before any Event effects have been resolved.

An Event card that would have no effect, because none of its instructions can be resolved (including when canceled by ***Article 48***), may still be played in order to gain two Actions this round. After playing, place the Event card into a discard pile. The discard pile is face-up and may be examined at any time.

Gameplay Note: *In order to gain two Actions (or avoid the Held Card penalty), you may sometimes wish to play an Event card that only benefits your opponents.*

Some Events are Lingering

After an Event card has been played, check to see if it is a Lingering Event [1.6]. If so, place it face-up in the Lingering Events box on the board for future reference. If it is not a Lingering Event—or if it was canceled by ***Article 48***—place it in the discard pile.

Some Events Cancel Lingering Events

If the Event card includes the "Cancels ___" instruction, check to see if the specified canceled card has already been played as a Lingering Event. If so, discard the canceled card. There is no effect if the canceled card has not been played yet or is played during a later turn. If the Coalition plays ***Article 48*** to cancel this Event card, the "Cancels ___" instruction is also negated.

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Some Events Require Previous Play

If the Event card includes the "Requires ____" instruction, event instructions will only be implemented if the required Lingering Event has already been played. If it has not yet been played, or was played earlier but has since been canceled by a previous Event card, then the Event is not resolved (nor will it become a Lingering Event), but the card may still be played in order to gain two Actions this round. Simply discard the card.

Gameplay Note: *If playing the Tutorial scenario [9.2], ignore any "Requires _____" requirement listed on an Event card.*

6.2 Assault Action

The Assault Action is common to all factions, though the way in which it is performed may differ from faction to faction.

Assault Procedure

Select a space with active faction units and at least one opposing faction unit, Strike, or Uprising. Each Assault Action targets only one opposing faction. The active faction may only perform an Assault Action in a given space once during each Action Step.

A faction participating in an Assault may use some or all of another faction's units as its own—for this Assault only—with the explicit permission of the loaning faction.

This decision must be made before continuing with the Assault procedure, attacker first. The faction taking control of the loaned units treats them as their own, making all decisions related to those units for the duration of this Assault. Units not loaned and any other pieces belonging to the loaning faction in the Assault space are not affected by the Assault.

Testing Coalition Loyalty

Any time that both Coalition and RC units oppose each other in an Assault (even when loaned to another faction), perform a Loyalty Check for all Coalition units first.

- If Progress is equal to or greater than Reaction [5.7], all Coalition units pass the Loyalty Check, remain loyal for this Assault, and participate normally. *If Lingering Event #20 Militarism is in effect, Progress must be 2 higher than Reaction for Coalition units to pass the Loyalty Check.*
- If Progress is less than Reaction, Coalition units fail the Loyalty Check and may not fully participate in this Assault:
  - ◊ Coalition Reichswehr units refuse to participate in the Assault and are not included when calculating Survival Value or removing losses.
  - ◊ Flip each unrevealed Coalition Freikorps unit in the space to reveal its true loyalty. The backside of each flipped unit will either show a yellow-bordered loyal Coalition Freikorps, or a black-bordered RC Rogue Freikorps. Revealed loyal Freikorps will remain Coalition units for the rest of the game and will participate in the upcoming Assault normally. Revealed Rogue Freikorps units now belong fully to the RC faction for the rest of the game and will participate fully in this Assault in opposition to the Coalition. Once flipped, a revealed Freikorps unit is never returned to its unflipped side.

If the Assault involved only Coalition units as either attacker or defender, and no loyal Coalition units remain, cancel the Assault. This still counts as a single Action for this round.

In Assaults that do not involve RC units, Coalition Reichswehr and Freikorps units participate fully, without the need for a Loyalty Check.

Calculate Assault Hits

First, each faction calculates its own Assault strength by totaling the Survival Value (SV) of its participating units. The Coalition does not include any disloyal Reichswehr units.

Next, each faction adds to its Assault strength any applicable Assault modifiers for any of the following present in the Assault space. The attacking faction calculates its modifiers first, followed by the defending faction.

- **+2 for Parliamentary Control**
- **+2 if that faction moves a Middle Class Sympathies pawn from its own faction mat to an empty Middle Class Sympathies holding box [5.2]**
- **+1 for a Strike (KPD only)**
- **+2 for an Uprising (KPD only)**
- **+1 for any yellow Leverage (Coalition only)**
- **+1 for any black Leverage (RC only)**
- **+1 for KPD Cadre (KPD only)**
- **+1 for NSDAP Cadre (NSDAP only)**
- **+1 for Event #55 *Schutzstaffel* Lingering Event (NSDAP only)**

Then, each faction subtracts one die roll from its own modified Assault strength. The result is the total number of Assault hits made by that faction. Treat any result less than 0 as 0.

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Apply Assault Hits

Each faction—attacker first—applies all hits against the opposing faction's units and pieces (including any loaned Units). Hits are applied to units first, one at a time. The number of hits needed to remove a unit is equal to its SV. Factions must apply hits to opposing units, but they may select the order that units are removed (and thus may elect to remove Coalition Reichswehr before Freikorps, even if this would "waste" a single hit). Return all removed units to empty holding boxes [5.2].

Once no units remain (ignoring any Reichswehr that have failed a Loyalty Check), apply remaining hits to remove any Strike or Uprising in the space if the KPD faction participated in the Assault. It takes one hit to remove a Strike and two hits to remove an Uprising.

Finally, apply any remaining hits to remove Influence cubes, one cube per hit. Do not remove Influence cubes belonging to a faction that lent its units to the Assault. Once all of a faction's Influence cubes have been removed, any hits still remaining are lost.

UNIT/PIECE	HITS TO REMOVE
Loyal Reichswehr *(ignore disloyal Reichswehr)*	3
Coalition Freikorps RC Rogue Freikorps	2
KPD Worker Militia NSDAP SA	1
KPD Uprising	2
KPD Strike	1
Influence cube	1

Final Assault Outcomes

The faction (if any) with the highest modified Assault strength minus die roll becomes the Momentum faction.

Remove one Influence belonging to the attacking faction from the Assault space (if any there) unless that faction now has Supremacy in the Assault space [5.9].

Finally, if either the KPD or NSDAP was the defending faction, shift its Stance marker one box towards Revolutionary.

Example: *RC is the active faction and selects the Assault Action. They may select any one space with both their own and an opponent's units; they choose Bayern. Both the Coalition and KPD have units in Bayern; as RC wants to gain Supremacy here, they target the Coalition forces. Before the Assault begins, the RC player asks the KPD player if the KPD Worker Militia would be willing to join the fight against a common enemy. The KPD player, looking to clear the Coalition from Bayern, accepts; RC treats the KPD Worker Militia unit as an RC unit for this Assault. Then, because both Coalition and RC units are participating in the Assault, the Coalition units must first undergo a Loyalty Check. Unfortunately for the Coalition, Progress is currently 2 while Reaction is 3—the Coalition units fail the Loyalty Check. The Coalition Reichswehr unit in Bayern will be ignored for this Assault. Neither of the two Coalition Freikorps units have been tested yet, so they're both flipped. One remains loyal but the other is revealed to be a Rogue Freikorps; it belongs to the RC faction for the rest of the game.*

Now, each side calculates their Assault strength. With the newly revealed Rogue Freikorps, the RC's three units have a total SV of 6. To this they add +1 for the loaned KPD Worker Militia for an Assault strength of 7. The Coalition is left with one participating unit—their loyal Freikorps —for a total SV of 2. To this they add +2 for Parliamentary Control in Bayern and +1 for yellow Leverage, for an Assault strength of 5.

Now, both sides roll a die. The RC die roll is 3. The total Assault hits scored by RC units is 7–3 = 4. The Coalition die roll is a 2. The total Assault hits scored by Coalition units is 5–2 = 3.

Now, these hits are applied to remove enemy pieces; RC as attacker removes first. The Coalition Reichswehr unit is ignored because it failed the Loyalty Check. Instead, RC spends 2 hits to remove the loyal Coalition Freikorps unit and uses their remaining 2 hits to remove both of the Coalition Influence cubes from Bayern. The Coalition uses 2 of their hits to remove one Rogue Freikorps—choosing to remove the disloyal Freikorps in revenge!—and must use their last hit to remove the KPD Worker Militia unit, because units must be removed before Influence cubes.

Example continued on next page...

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When the dust clears, RC now has 4 total SV in Bayern while the Coalition has only 3—RC gains Supremacy in Bayern. And because they now have Supremacy, RC does not need to remove one of their Influence cubes for being the attacker in an Assault; they now have Dominance in Bayern as well as Supremacy. Finally, because they scored more hits than the Coalition, RC becomes the Momentum faction. The Assault Action is complete.

6.3 Coalition Actions

Except for Assault, the Actions listed here are only available to the Coalition faction.

Advance Progress Track

Increase the Progress track by one box only if there is yellow Leverage in the box above the current Progress level [5.7].

Assault

See [6.2] for detailed Assault instructions.

Gain Momentum

The Coalition becomes the Momentum faction [5.8].

Increase Deals Track

Shift either the U.S. Deals or the U.S.S.R. Deals track one box to the right [5.6].

Increase Unity

Must have a Middle Class Sympathies pawn on the Coalition faction mat [5.2]. Move 1 Middle Class Sympathies pawn from the Coalition mat to an empty holding box, then shift the Unity track 1 box to the right [5.3].

Move Middle Class Sympathies

The Coalition may move one Available Middle Class Sympathies pawn to the Coalition faction mat, or return a Middle Class Sympathies pawn from any faction's mat to an empty Middle Class Sympathies holding box [5.2].

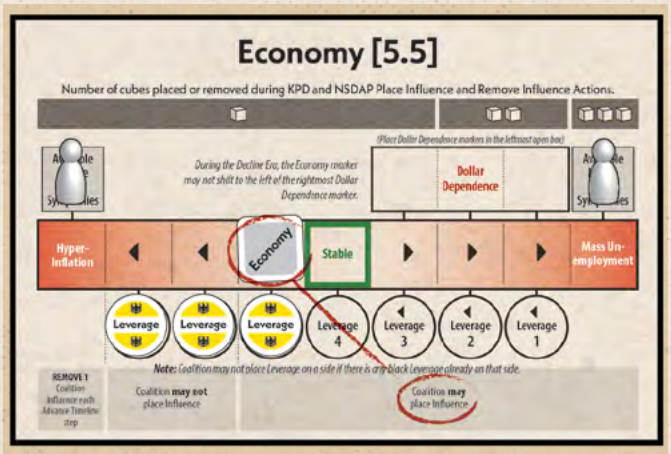
Move Units

Move up to three Coalition Freikorps and/or Reichswehr units. Units move independently and may move into any adjacent space. Units may move up to three spaces, unless there is a Strike or Uprising in the unit's origin space, or a General Strike marker on the Timeline, in which case each unit may only move one space.

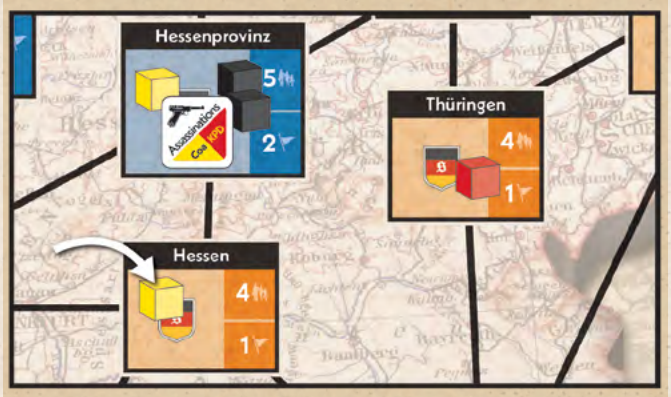
Place Influence

If allowed by the Economy track, place one Coalition Influence cube in one space without a yellow/red Assassinations marker:

- Berlin or one adjacent space, or
- One space with or adjacent to Coalition Presence.



Example: *The Coalition is the active faction and selects the Place Influence Action. First, they must check the Economy Track to see if they are allowed to place Influence cubes on the map. Luckily, the Economy marker is in a box that allows the Coalition to place Influence (just barely!).*



Next, the Coalition looks to see where on the map they may place an Influence cube. They would like to extend their Influence in central Germany, but here their options are limited. They may not place Influence in Thüringen because there are no Coalition Influence cubes already in or adjacent to that space. They may not place in Hessenprovinz because the yellow/red Assassinations marker there blocks Coalition (and KPD) Influence. Hessen, however, is eligible: it is adjacent to a space with Coalition Presence—Hessenprovinz—and does not contain a yellow/red Assassinations marker. The Coalition places one yellow Influence cube in Hessen.

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Place Leverage on the Map

Only if the KPD General Strike marker is not on the Timeline. Place one Available yellow Leverage in one space with Coalition Presence. Remove any Strike (not Uprising) and/or KPD Cadre from the selected space, and return them to empty holding boxes [5.2].

Place Leverage on a Track

Place one Available yellow Leverage on either the Progress track [5.7] or the Economy track [5.5]. Adjust the Economy track if appropriate [5.5].

Yellow Leverage may not be placed on a side of the Economy track that already contains a black Leverage marker.

Place Reform

Only if Unity is Sound or Strong. Place one Available Coalition Reform marker in any one space with Coalition Parliamentary Control and none of the following:

- No Strike
- No Uprising
- No black Leverage
- No Assassinations (of any color)
- No Reform already present

Place Sudden Victory Marker

If Available, place the Coalition Reformation Sudden Victory marker on the Timeline in the current Year box.

Gameplay Note: *You can place your marker on the Timeline even if you do not currently meet your Sudden Victory conditions, as victory is not determined until the next Sudden Victory Step.*

Place Unit

Place one Available Coalition Freikorps or Reichswehr unit in a space with Coalition Parliamentary Control or Coalition Dominance.

Remove Influence

Remove one opposing faction's Influence cube from one space that does not have a yellow/red Assassinations marker, with or adjacent to Coalition Presence. A faction may not be targeted if it has Supremacy in that space.

Remove Leverage

Remove any one yellow or black Leverage marker from the map or any track and return it to an empty Leverage holding box [5.2].

6.4 KPD Actions

Except for Assault, the Actions listed here are only available to the KPD faction.

Assault

See [6.2] for detailed Assault instructions.

Change Stance

Shift the KPD Stance track one box in either direction [5.3].

Flip Strike to Uprising

Flip any one Strike marker on the map to its Uprising side.

Gain Momentum

KPD becomes the Momentum faction [5.8].

Move Middle Class Sympathies

KPD may move one Available Middle Class Sympathies pawn to the KPD faction mat or return a Middle Class Sympathies pawn from any faction's mat to an empty Middle Class Sympathies holding box [5.2].

Move Units

Move up to three KPD Worker Militia units. Units move independently and may move into any adjacent space. Units may move up to three spaces, unless there is a Strike or Uprising in the unit's origin space, or a General Strike marker on the Timeline, in which case each unit may only move one space.

Then, if a KPD Worker Militia ends its move in a space with an NSDAP SA unit, KPD must immediately conduct a free Assault against NSDAP units in that space [Sworn Enemies, 6.0].

Place Cadre

Place one Available KPD Cadre in one space with KPD Dominance or Parliamentary Control that does not already contain a Cadre (either KPD or NSDAP).

Place Influence

Place up to the number of Influence cubes indicated by the Economy track in one space without a yellow/red Assassinations marker:

- Berlin or one adjacent space, or
- One space with or adjacent to KPD Presence, or
- One space with a KPD Cadre.

Place Strike

Place one Available Strike in a space with KPD Dominance and/or Parliamentary Control and no Strike or Uprising marker. Return any Leverage from the selected space to an empty Leverage holding box [5.2].

If there are now at least three total Strike plus Uprising markers

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on the map, place the General Strike marker on the Timeline, if it is not already there. Then, if the General Strike marker was placed on the Timeline, remove one Coalition Reform from the map (if any), remove all Leverage (both yellow and black) from spaces on the map and from the Economy track (only, not from the Progress/Reaction tracks), returning them to empty Leverage holding boxes [5.2].

Example: *It is KPD's turn and they select the Place Strike Action. On the KPD faction mat, KPD Stance is one box to the left of Revolutionary, making both a Strike and the General Strike markers Available (the other two Strike markers are already on the map).*

KPD selects Rheinprovinz. It is a space where both KPD has Dominance already (3 KPD Influence cubes to 2 Coalition) and there is no Strike or Uprising already. KPD places the Strike marker in Rheinprovinz, removing the Leverage marker there. Now that there are three Strike markers on the map, Germany is rocked by a nationwide General Strike: KPD places the General Strike marker on the Timeline, chooses to remove the Coalition Reform marker from Rheinprovinz, then removes all other Leverage markers from the map and the Economy track.

Place Sudden Victory Marker

If Available, place the KPD Revolution Sudden Victory marker on the Timeline in the current Year box.

Gameplay Note: *You can place your marker on the Timeline even if you do not currently meet your Sudden Victory conditions, as victory is not determined until the next Sudden Victory Step.*

Place Unit

Place one Available Worker Militia unit in a space where KPD has Dominance or Parliamentary Control, or there is a KPD Cadre.

Then, if a Worker Militia unit was placed in a space with a SA unit, KPD must immediately conduct a free Assault against NSDAP units in that space [Sworn Enemies, 6.0].

Remove Influence

Remove up to the number of opposing Influence cubes indicated by the Economy track from one space that does not have a yellow/red Assassinations marker, with or adjacent to KPD Presence and/or a KPD Cadre.

Multiple factions may be targeted. A faction may not be targeted if it has Supremacy in that space.

6.5 NSDAP Actions

Except for Assault, the Actions listed here are only available to the NSDAP faction.

Assault

See [6.2] for detailed Assault instructions.

Change Stance

Shift the NSDAP Stance track one box in either direction [5.3].

Gain Momentum

NSDAP becomes the Momentum faction [5.8].

Move Middle Class Sympathies

For each NSDAP Cadre on the map, NSDAP select one: move one Available Middle Class Sympathies pawn to the NSDAP faction mat, move one Middle Class Sympathies pawn from the RC faction mat to the NSDAP faction mat, or return a Middle Class Sympathies pawn from any faction's mat to an empty Middle Class Sympathies holding box [5.2].

Move Units

Move up to three NSDAP SA units. Units move independently and may move into any adjacent space. Units may move up to three spaces, unless there is a Strike or Uprising in the unit's origin space or a General Strike marker on the Timeline, in which case each unit may move only one space.

Then, if an NSDAP SA unit ends its move in a space with a KPD Worker Militia, NSDAP must immediately conduct a free Assault against KPD units in that space [Sworn Enemies, 6.0].

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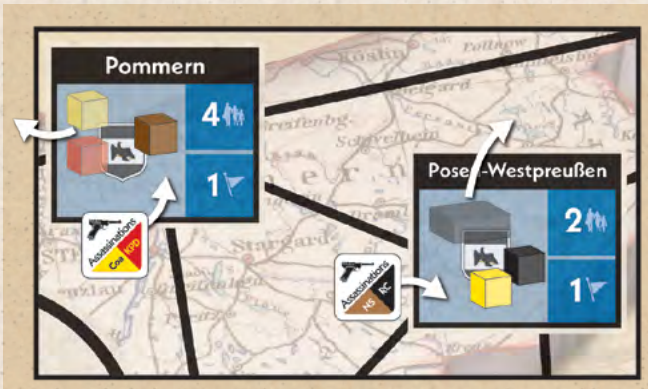
Place Assassinations

Target either the Coalition and KPD factions, or the RC faction.

If targeting the Coalition and KPD, place one Available Assassinations marker with its yellow/red side showing in one space with Coalition and/or KPD Presence. Remove up to two total Coalition and/or KPD Influence cubes, in any combination, or remove one Coalition Reform or one KPD Cadre.

If targeting RC, place one Available Assassinations marker with its brown/black side showing in one space with RC Presence. Remove up to two RC Influence cubes from that space.

Then, regardless of which factions were just targeted, if there are two or more Conservative Cliques on the map **and** at least one available Assassinations marker, place one Available Assassinations marker with its brown/black side showing in any one space with a Conservative Clique and no RC Supremecy, and then return one Conservative Clique from that space to an empty holding box.



Example: *NSDAP is the active faction and wants to take advantage of two Available Assassinations markers and so selects the Place Assassinations Action. First, they target the Coalition and KPD cubes in Pommern, placing one Assassinations marker there on its yellow/red side. They remove both the yellow and the red Influence cubes from Pommern (NSDAP now has Dominance there). Then, because there are already two Conservative Cliques on the map and there is another Available Assassinations marker, NSDAP targets Posen-Westpreußen. As there are no RC Units here, RC does not have Supremacy and so its Conservative Clique is vulnerable. NSDAP places the second Assassinations marker here on its brown/black side and removes the Conservative Clique.*

Place Cadre

Place one available NSDAP Cadre in one space with NSDAP Dominance or NSDAP Parliamentary Control that does not already contain a Cadre (either KPD or NSDAP).

Place Influence

Place up to the number of Influence cubes indicated by the Economy track in one space without a brown/black Assassinations marker:

- München or Bayern,
- One space with or adjacent to NSDAP Presence, or
- One space with an NSDAP Cadre, or
- One space with RC Dominance.

Gameplay Note: *RC Dominance opens the door to more radical elements, represented by NSDAP Influence.*

Place Sudden Victory Marker

If Available, place the NSDAP Putsch Sudden Victory marker on the Timeline in the current Year box.

Gameplay Note: *You can place your marker on the Timeline even if you do not currently meet your Sudden Victory conditions, as victory is not determined until the next Sudden Victory Step.*

Place Unit

Place one Available SA unit in a space where NSDAP has Parliamentary Control, Dominance, or there is an NSDAP Cadre.

Then, if an NSDAP SA unit was placed in a space with a KPD unit, NSDAP must immediately conduct a free Assault against KPD units in that space [Sworn Enemies, 6.0].

Remove Influence

Remove up to the number of opposing Influence cubes indicated by the Economy track from one space that does not have a brown/black Assassinations marker, with or adjacent to NSDAP Presence and/or an NSDAP Cadre.

Multiple factions may be targeted. A faction may not be targeted if it has Supremacy in that space.

6.6 RC Actions

Except for Assault, the Actions listed here are only available to the RC faction.

Advance Reaction Track

Increase the Reaction track by one box only if there is black Leverage in the box above the current Reaction level [5.7].

The Reaction level can never exceed Progress by more than one box. Therefore, this Action has no effect if Reaction is already one box above Progress.

Assault

See [6.2] for detailed Assault instructions.

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Gain Momentum
RC becomes the Momentum faction [5.8].

Move Middle Class Sympathies
RC may move one Available Middle Class Sympathies pawn to the RC faction mat or return a Middle Class Sympathies pawn from any faction's mat to an empty Middle Class Sympathies holding box [5.2].

Move Units
Move up to three RC Rogue Freikorps units. Units move independently and may move into any adjacent space. Units may move up to three spaces, unless there is a Strike or Uprising in the unit's origin space, or a General Strike marker on the Timeline, in which case each unit may move only one space.

Place Assassinations
Target either the Coalition and KPD factions, or the NSDAP faction.

If targeting the Coalition and KPD, place one Available Assassinations marker with its yellow/red side showing in one space with Coalition and/or KPD Presence. Remove up to two total Coalition and/or KPD Influence cubes, in any combination, or remove one Coalition Reform or one KPD Cadre.

If targeting NSDAP, place one Available Assassinations marker with its brown/black side showing in one space with NSDAP Presence. Remove up to two NSDAP Influence cubes or one NSDAP Cadre from that space.

Place Conservative Clique
Place one Available Conservative Clique in one space with RC Dominance that does not contain a brown/black Assassinations marker.

Place Influence
Place up to the number of Influence cubes indicated by the Reaction track in one space without a brown/black Assassinations marker:

- Berlin or one adjacent space, or
- One space that is within a number of spaces from a Conservative Clique equal to the number of Middle Class Sympathies pawns held by the RC faction (minimum 1).

Place Leverage on the Map
Only if the KPD General Strike marker is not on the Timeline. Place one Available black Leverage in one space on the map with RC Presence. Remove any Assassinations marker or NSDAP Cadre from the selected space and return them to empty holding boxes [5.2].

Place Leverage on a Track
Place one Available black Leverage on either the Reaction track [5.7] or the Economy track [5.5], adjusting the latter if appropriate.

Place Sudden Victory Marker
If Available, place the RC Putsch Sudden Victory marker on the Timeline in the current Year box.

Gameplay Note: *You can place your marker on the Timeline even if you do not currently meet your Sudden Victory conditions, as victory is not determined until the next Sudden Victory Step.*

Place Unit
Place one Available Rogue Freikorps unit in a space where RC has Parliamentary Control or Dominance.

Remove Influence
Remove up to the number of opposing Influence cubes indicated by the Reaction track from one space that is within a number of spaces of a Conservative Clique equal to the number of Middle Class Sympathies pawns held by the RC faction (minimum 1) and that contains no brown/black Assassinations.

Multiple factions may be targeted. A faction may not be targeted if it has Supremacy in that space.

Example: *RC is the active faction and selects the Remove Influence Action. They would like to reduce Coalition Influence in Berlin. Currently, Reaction is 3, so RC may remove 1 Influence cube. They also have 2 Middle Class Sympathies pawns on their faction mat, so they may select any space within 2 spaces of a Conservative Clique. Luckily, Berlin is 2 spaces away from the Conservative Clique in Posen-Westpreußen. RC removes 1 yellow Influence cube from Berlin.*

Remove Leverage
Remove any one yellow or black Leverage marker from the map or any track and return it to an empty Leverage holding box [5.2].

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Test Coalition Loyalty

In up to three spaces with unrevealed Coalition Freikorps units, flip one in each space to reveal its true loyalty. Revealed loyal Coalition Freikorps remain loyal for the rest of the game, whereas revealed Rogue Freikorps units become RC units for the rest of the game.

7.0 Elections

Elections are held during the Election Step of each game round in which an Election card has been played, during the Action Step, as the result of certain Event cards, and after an Extra Election has been called in the *A Time for Revolution?* scenario [7.7]. A full Election Cycle consists of a round of Regional Elections followed by a General Election. Regional Elections [7.1] are held in Bayern, Cities, and Regions. The General Election is held across Germany. An Election Period consists of all the game rounds played between Elections.

To begin, reset each faction's PV total on the PV track to 0. Collect the ***Reichstag Seats*** card, all Parliamentary Control markers and Parliamentary Control cards, and set them aside face-up for now, pending the outcome of each Regional Election.

7.1 Regional Elections

Regional Elections are held in Bayern, every City, and every Region. However, if a space, or any space in a Region, contains an Assassinations or Uprising marker, there will be no Regional Election there during this Election Cycle. In that case, Parliamentary Control is not awarded and no faction earns PV for that space or Region for this Election Cycle's General Election; place its Parliamentary Control card aside for now and leave the Parliamentary Control box empty (it is now uncontrolled). Any bonus PV a faction may otherwise have gained for that space or Region is also lost.

Spaces and Regions listed below free of both Assassinations and Uprising markers hold Regional Elections normally. Resolve each space or Region in turn:

- Hamburg
- München
- Köln
- Berlin
- Bayern
- Northern States
- Southern States
- Prussian Provinces

To conduct an election, first award PV for Dominance. In Bayern or each City, the faction with Dominance there (if any) gains all of that space's PV. In each Region, a faction totals the PV for each space in that Region where it has Dominance. If no faction has Dominance in a given space, no faction gains the PV for that space.

Then, add bonus PV for additional pieces in that space or Region, regardless of which faction (if any) has Dominance there:

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- **+1 PV to the Coalition for each yellow Leverage**
- **+3 PV to the Coalition for each Reform**
- **+1 PV to the RC faction for each black Leverage**
- **+2 PV to the KPD faction for each KPD Cadre**
- **+2 PV to the NSDAP faction for each NSDAP Cadre**

The faction with the highest total PV wins the Regional Election in that space or Region. Award the winner its matching Parliamentary Control card and place that faction's Parliamentary Control marker in its Parliamentary Control box on the map. If there is a tie, no faction wins the election in the space or Region; place its Parliamentary Control card aside for now and leave the Parliamentary Control box empty (it is now uncontrolled).

Finally, each faction adds any PV gained from each space plus bonus PV (if any) to their PV total on the Political Value track, regardless of the outcome of this Regional Election.

Continue until Regional Elections have been held in all listed spaces and Regions free of both Assassinations and Uprising markers. Then, proceed to the General Election.

7.2 General Election Procedure

To conduct a General Election, each faction checks their current Political Value on the PV track and adds any applicable bonus PV:

- **+3 PV to the Momentum faction**
- **+2 PV to a faction for each Middle Class Sympathies pawn on its faction mat**
- **+0 to +3 PV to the Coalition for each Coalition influence in Berlin, as indicated by the Progress track**

After awarding bonuses, the Momentum faction—optionally—may subtract up to half (round down) of its total PV and transfer it to one other faction's total.

> **Gameplay Note:** *Why do this? The RC faction may use this to transfer PV to the NSDAP faction in order to secure an RC victory [3.2]. Factions may also use this to keep the Coalition in power to prevent another faction from winning.*

The faction with the highest total PV wins the General Election. The faction with the second highest total PV is the runner-up. If there is a tie for either election winner or runner-up, the tying faction with the most Middle Class Sympathies pawns is the winner/runner-up. If still tied, select a winner/runner-up at random.

7.3 General Election Outcomes

If the Coalition wins the General Election, the game continues. The Coalition takes the ***Article 48*** card, face-up. The runner-up faction takes the ***Reichstag Seats*** card, face-up. The Momentum faction conducts a Clean Slate in all map spaces (5.11).

If any other faction wins the General Election, the game ends and a winner is determined [3.2].

7.4 Special Election

Event Card #82 *Referendum.* This Event card triggers a Special Election when played. First, set each faction's total PV to 0. Then, each faction adds PV for every space on the map free of both Assassinations and Uprising markers where it has Dominance. Do not add any bonus PV that might apply to normal Regional Elections. Do not adjust Parliamentary Control and leave any face-down Parliamentary Control cards face-down.

Each faction then adds General Election bonus PV as normal [7.2]. If the RC is the overall winner of this Special Election, the game ends immediately and the RC is the overall winner. Any other outcome has no additional effect; continue the game as normal.

7.5 Snap Election

Event Card #117 *Hitler Sworn In*. This Event card immediately triggers a full Election Cycle [7.0] when played. Conduct Regional Elections [7.1] and then a General Election [7.2], both normally.

This card does not prevent the play of an Election card this round.

7.6 Calculate Current Political Value

Event Cards #118 *Enabling Act*, #122 *Harzburg Front*, #132 *Blut und Boden*, and **#146 *Erbgutpflege.*** When these Events are played, perform a full Election Cycle [7.0] but only to check the current total NSDAP and/or RC PV. Change no Parliamentary Control and do not implement any General Election outcomes.

After calculating PV for the specified factions, follow the specific instructions on the Event card.

These cards do not prevent the play of an Election card this round.

7.7 Extra Election

If playing the *A Time for Revolution?* scenario, the Momentum faction may call an Extra Election by playing an available Parliamentary Control card or the ***Reichstag Seats*** card on their turn. That card is now spent until reset during the next Election Cycle. Hold both Region Elections and a General Election during the next Election Step. Only one Extra Election may be called during the game [9.3]. 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.

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8.0 Non-player Factions

The Non-player (NP) system allows play of *The Weimar Republic* with fewer than four players. A programmed "bot", using a deck of cards and one Player Aid Card, can be used to control any NP faction's Actions. A faction controlled by the bot is called a Non-player (or NP) faction. Generally, an NP faction makes the same decisions that a player faction makes: it plays Event cards, takes Actions, and moves its pieces among the map and the game tracks.

The Non-player system includes:

- A **Non-player Aid Card** that details the bot's sequence of play and other helpful reminders on one side and NP faction-specific Bot Action aids on the other.
- A deck of **9 NP faction-specific bot cards** for each NP faction that provides guidance for selecting spaces and Actions.

Gameplay Note: *While every effort has been made to create bots that provide a challenging opponent, think of the bots as "chaos engines" with the goal of disrupting Germany as much as possible.*

The **NSDAP** *bot is a chaos agent. The bot's sole goal is to spread Influence and make things difficult for the other three factions. This makes taking care of the bot a responsibility that could easily sink the strategies of players, unless they choose to just let it run rampant.*

The **KPD** *bot is focused heavily on Strikes and Uprisings. Their ability to disrupt the electoral control of other players makes them a dangerous opponent. Similar to the NSDAP bot, the players must work to limit their spread.*

Think of the **Coalition** *bot as a bureaucrat. Their goal is to maintain order, fix problems, and win the game via Reformation. The Coalition is the only bot in the game that can win via Sudden Victory, so it is imperative for the players to keep their eye on them.*

The **RC** *bot's focus is to grow and spread. Using their Cliques, they will attempt to gain control via Influence and play a spoiler role by causing chaos and mayhem using their Leverage markers and the traitorous Rogue Freikorps. The bot is similar to the NSDAP bot, but a bit less chaotic. Instead of rampant violence, the bot will grow their Influence and create a more reactionary public until they are either stopped or create enough chaos to lead the Weimar Republic down the road to ruin.*

8.1 Non-player Golden Rules

Bots Follow the Rules (Almost)

NP factions abide by all normal game rules with some exceptions:

- NP Coalition may not win a Sudden Victory during the Crisis Era [8.3].
- When a bot takes a Special Action, it may perform multiple Actions [8.9].
- NP factions ignore any Held Card Penalty during each New Era Step [4.0, Step 6].

Skip Illegal Instructions

The bot will only tell you what to do; it will not tell you how to do it or even if its instructions constitute a legal move given the state of the board and available pieces. Always carry out the bot's instructions as much as possible, but if the bot ever gives you an instruction that cannot be carried out legally, just skip that instruction and move onto the next.

Implement All Instructions Literally

Do not infer more to an instruction than what the text actually specifies.

No "Hand" of Cards

An NP faction's hand of cards is a shuffled stack of Event cards, face-down. Whenever an NP faction reveals or discards a card, take the top card off the stack. Whenever an NP faction takes a card from another faction, shuffle it into their stack.

If given a choice to keep or discard a drawn card, decide randomly (after confirming the card is not Mandatory or an Election card).

Ignore any Event that instructs an NP faction to "inspect any 1 faction's hand of cards."

If a player chooses to inspect an NP faction's cards, they inspect the NP faction's stack of Event cards and then reshuffles the stack.

When instructed by the "Reshuffle Bot Deck" additional instructions, shuffle together all the bot deck cards for that deck to create a new bot deck.

If given a card, shuffle it into their stack of Event cards.

Do Not Perform Move Units Actions

NP factions do not perform Move Units Actions.

Gameplay Note: *Thus, if an NP faction performs* ***Event card #147 Altonaer Blutsonntag****, skip the indicated Move Units Action.*

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Never Loan Units, But Always Accept

An NP faction will never offer to loan their units to another faction during an Assault. An NP faction, however, will always accept the loan of any units offered by another faction.

Never Spend Middle Class Sympathies During Assaults

NP factions never choose to remove a Middle Class Sympathies pawn during Assautls in order to gain an Assault bonus.

When Not the Active Faction

Non-active NP factions implement any Action granted by an Event card played by another faction just like they would if they were the active faction.

When in Doubt, Randomize

Whenever an NP Faction needs to select from among several options and supplied instructions have been exhausted, select one option at random.

Gameplay Note: *We suggest simply assigning probabilities and rolling a die.*

8.2 Important Non-player Terms

Bot Cards

Each NP faction uses a special deck of nine bot cards that determine faction, space, and Action selection.

Bot Actions

During Action Steps, NP factions will perform one or two bot Actions, as instructed by the revealed bot deck card.

Impulse Space & Impulse Region

The Impulse Space is listed on the currently revealed bot card. For NP Coalition, NP KPD, and NP NSDAP, the Impulse Space will be a space or Region on the map.

Some NP Coalition bot cards list an Impulse Region rather than an Impulse space. In this case, every space in that Region is considered when selecting a space [8.6, Section 4, Step E].

For NP RC, the Impulse space is the space that currently contains the listed Clique marker (A, B, or C). If the listed Clique marker is not currently on the map, the NP RC Impulse space is Berlin.

Gameplay Note: *If the listed Clique marker is not yet on the map, NP RC will attempt to place it as its first Action.*

Potential Assault Strength

NP factions calculate Potential Assault Strength to determine if they will Assault in a given space. To calculate Potential Assault Strength for a faction, sum the SV of that faction's units in that space. Do not include Coalition Reichswehr and unrevealed Freikorps units if Coalition units would fail a Loyalty Check. Do include any modifiers that may apply to an Assault in that space, but do not roll a die to subtract from Potential Assault Strength.

Special Actions

When instructed by a bot deck card to perform a Special Action, roll on that NP faction's Special Action table to determine the Action(s) performed by the bot.

Gameplay Note: *Some NP factions' Special Actions consist of multiple Actions performed at the same time. Thus an NP faction may end up performing more than two Actions during an Action Step.*

1. Faction Order is used to select an opposing faction, read left to right.
2. Impulse Space/Region is used when the bot needs to select a space (for Events or Actions).
3. Action Step Summary indicates if the bot will play an Event card and take two bot Actions, or instead take only one bot Action.
4. Action Priority List provides a list of the Actions taken by the bot, in order of priority.
5. Additional Instructions on some cards indicate if the bot deck is to be reshuffled.

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8.3 Non-player Victory

Generally, NP factions win or lose the game just like player factions, with one exception:

- NP Coalition may not win a Sudden Victory [3.1] during the Crisis Era (1919–1923). Starting with the Golden Twenties Era, NP Coalition may win a Sudden Victory normally.

8.4 Non-player Scenario Setup and New Year/New Era Steps NP Faction Setup

Select any scenario and set up the game as normal [2.0]. Determine which faction(s) will be controlled by the bot. The bot can control as many factions as players desire.

Set up each NP faction's pieces as normal per the chosen scenario instructions. Then, deal each NP faction its starting hand of Event cards. Shuffle these cards, unseen, to form a stack of Event cards for that NP faction. Keep these cards near the matching NP faction mat.

Shuffle the bot cards for each NP faction into their own deck, face-down.

If the Momentum faction 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.

If RC is an NP faction, place one lettered NP RC Clique marker on top of each of the three RC Conservative Cliques. Place *Clique A* on top of the Conservative Clique that starts each scenario in Bayern. When playing scenarios *A New Hope* [9.4] or *Black Sun Rising* [9.5], place *Clique B* on the Conservative Clique that starts in Ostpreußen; otherwise, place *Clique B* on the Conservative Clique that starts in box 2 on the RC faction mat. Place *Clique C* on the Conservative Clique that starts each scenario on the Reaction Track. These Clique markers remain with their linked Conservative Cliques for the rest of the game.

New Year Step

If an NP faction is the Momentum faction, determine Turn Order for the upcoming Year by revealing that faction's top bot card. Set Turn Order in the order listed, with that NP faction last.

New Era Step

Discard any remaining cards from each NP faction's Event card stack. NP factions do not suffer any Held Card Penalty.

Shuffle together all nine bot cards to create a new bot deck for the upcoming Era.

Deal the NP faction their hand of cards per the New Era Step instructions. Shuffle together this new hand of cards into a new Event card stack, face-down.

8.5 Non-player Sequence of Play

On their turn during the Action Step, an NP faction will reveal the top bot card from their deck and:

- Draw and perform one Event card and then perform two Bot Actions, **OR**
- Perform one Bot Action

Each step is explained in more detail below.

Gameplay Note: *Unlike player factions, NP factions always perform an Event before performing Action, never afterwards.*

Reveal the Top Bot Deck Card

Reveal the top card for the acting NP faction from its bot deck. The Action Step Summary will instruct the bot to either play an Event and perform two bot Actions or only perform one bot Action. In addition, if a bot is instructed to play an Event, they may also play ***Article 48***, ***Reichstag Seats***, or a Parliamentary Control card (if holding any).

Draw and Perform an Event Card

If the currently revealed bot card's Action Step Summary instructs the bot to play an Event card, the active NP faction will reveal the top card from their Event stack and perform the Event [8.7].

Perform Bot Actions

An NP faction will perform one or two Bot Actions, as instructed by the currently revealed bot card and before [8.8] (and possibly an extra Action if playing a Parliamentary Control card). Implement the first Bot Action listed on the current bot card that will have some effect. If performing a second Bot Action, continue from there and implement the next Bot Action that will have some effect (i.e., do not restart from the top of the current list when implementing the second Bot Action).

Use the guidelines in the Non-player Order of Operations [8.6] and each NP faction's specific list of instructions [8.9–8.12] to implement each performed Action.

Additional Instructions

At the end of the NP faction's turn, check the current bot card for the 'Reshuffle Bot Deck' instruction. If present, shuffle this NP faction's bot cards along with any discards to create a new bot deck.

8.6 Non-player Order of Operations

Follow this order of operations each time an NP faction performs an Event (played by any faction) or Action.

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1. Determine Which Options the Bot Will Implement

When an Event or Action provides several options, NP factions will only implement those that match their NP faction-specific guidelines. When an NP faction faces several options, choose the one closest to the top of each list first. If an Event ever grants an NP faction an option that is not on their list first, just skip it. NP factions perform a listed option to the maximum extent possible.

NP Coalition always chooses to:

- Remove opposing units and pieces.
- Place Coalition units and pieces.
- Gain Parliamentary Control.
- Increase Progress.
- Decrease Reaction.
- Shift Unity to the right.
- Shift the Economy marker towards Stable (if shifting multiple boxes, stop at Stable).
- Move Middle Class Sympathies.
- Place yellow Leverage.
- Remove black Leverage.

NP KPD always chooses to:

- Remove opposing units and pieces.
- Place KPD units and pieces.
- Gain Parliamentary Control.
- Decrease Progress.
- Decrease Reaction.
- Shift the Economy marker towards Mass Unemployment.
- Move Middle Class Sympathies.

NP NSDAP always chooses to:

- Remove opposing units and pieces.
- Move Middle Class Sympathies.
- Place NSDAP units and pieces.
- Gain Parliamentary Control.
- Increase Reaction.
- Decrease Progress.
- Shift the Economy marker towards Mass Unemployment.

NP RC always chooses to:

- Remove opposing units and pieces.
- Move Middle Class Sympathies.
- Gain Parliamentary Control.
- Place RC units and pieces.
- Increase Reaction.
- Decrease Progress *if Reaction is not currently greater than Progress*.
- Shift the Economy marker towards Hyperinflation.
- Place black Leverage.
- Remove yellow Leverage.

2. Select a Target

If the Event or Action being performed targets opposing factions' units or pieces, use the Faction Order on the currently revealed bot card to select opposing factions in the order listed, left to right.

3. Select Affected Units and Pieces

NP factions always choose to place or remove units [1.4] and pieces [1.5] in this order:

1. Reform
2. Uprising
3. Middle Class Sympathies (from opposing faction's mat first)
4. Conservative Clique
5. Strike
6. Assassinations
7. Leverage
8. Cadre
9. Unit (Reichswehr before Freikorps; revealed Freikorps before unrevealed; Units loaned to a faction before their own units)
10. Influence cube

4. Select One Eligible Space

When selecting a space on the map, only choose from among those spaces where the performed Event or Action would have some effect (including against the selected opposing faction, if relevant) and would be legal; such spaces are termed eligible spaces. If an Event or Action can affect multiple spaces, continue this process for each space to be selected.

Among all eligible spaces, apply each listed guideline in order until a single space has been selected. Perform the Action or Event in that space.

A. Follow any Special Action-specific instructions listed for that NP faction [8.9–8.12].

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B. If an Event or Action places, removes, or replaces Influence, select one space to:

1. Gain Dominance for the active NP faction, then
2. Remove an opposing faction's Dominance.

C. If an Event or Action places, removes, or replaces units, select one space to:

1. Gain Supremacy for the active NP faction in a space with opposing units, then
2. Remove an opposing faction's Supremacy, then
3. Gain Supremacy for the active NP faction in a space without units.

D. If an Event or Action places or removes a unit or piece to/from a track, select a track before a space on the map, in this order:

1. A faction mat, opposing faction's in Faction Order first, then
2. The Progress or Reaction track, then
3. The Economy track, then
4. The U.S. Deals track, then
5. The U.S.S.R. Deals track.
6. A space on the map.

E. If performing another Action type, or if more than one eligible space remains, select:

1. The Impulse Space or one space in the Impulse Region, then
2. The space closest to the Impulse Space or any space in the Impulse Region, then
3. The space with the most PV, then
4. The space with the most Population, then
5. One eligible space at random.

Gameplay Note: *If you're playing solo, you may always override the bot's decision if it's about to make a particularly stupid move. It's just cardboard, after all!*

8.7 Drawing and Performing Non-player Events

If the NP faction is instructed to play an Event from their hand and if the current year is 1923, 1929, or 1933 (i.e., the last year of each Era, either Early or Late Year round), first reveal all unplayed Event cards in the active NP faction's stack. If a Mandatory or Election card is revealed, play it (select at random if more than one). If no Mandatory or Election cards are revealed, or an Election card was revealed and an Election card has already been played this round, reshuffle the Event cards, place them face-down, then reveal the top card.

Gameplay Note: *The purpose of this step is to make sure that Mandatory and Election Event cards get played before the end of an Era, even though NP factions do not suffer a Held Card Penalty.*

If the current year is not 1923, 1929 or 1933, reveal the top card from the NP faction's stack of Event cards.

Article 48

First, check to see if the 48 symbol is present on the revealed Event card. If so, and only if the Event would have some effect, NP Coalition (even if not the active faction) will play the ***Article 48*** card if it is Available.

Reichstag Seats

If the NP faction is not currently the Momentum faction, they will play ***Reichstag Seats*** if it is Available.

Parliamentary Control Cards

If the NP faction holds one or more available Parliamentary Control cards, they will play one before performing any Event or Actions.

First, NP KPD, NP NSDAP, and NP RC will play the Parliamentary Control card that allows them to remove a Coalition Reform, if possible.

If a Coalition Reform is not removed, the NP faction will play one Parliamentary Control card to perform one extra Action (in addition to any granted by the current bot card) in a space listed on one held Parliamentary Control card, if possible. Select the Action as outlined in [8.8], but only select an Action that will affect at least one space listed on any Parliamentary Control card held by the NP faction. Once a space and an Action have been selected, play the matching Parliamentary Control card.

Gameplay Note: *Selecting an Action first and then playing the Parliamentary Control card gives the bot a chance to review the entire map before making their play.*

Perform the Revealed Event Card

If not canceled by ***Article 48***, perform the Event to the maximum extent possible.

Where an Event allows an NP faction to perform an Action, use the guidelines in Non-Player Order of Operations [8.6] to guide the decisions made by the NP faction.

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8.8 Performing Non-player Bot Actions

An NP faction will perform either one or two bot Actions, per the currently revealed bot card. An NP faction will attempt to perform each bot Action in priority order:

- NP Coalition will always attempt to perform one Special Action first, then one Place Influence Action, then one Remove Influence Action.
- NP KPD and NP NSDAP will always attempt to perform one Place Influence Action first, then one Special Action, then one Remove Influence Action.
- NP RC will always attempt to perform one Place Conservative Clique Action first, then one Place Influence Action, then one Special Action, then one Remove Influence Action.

Gameplay Note: *The NP faction will only preform the third or fourth listed option if the first options cannot be performed.*

Performing Place Influence Actions

When an NP faction is directed to perform a Place Influence Action, use the guidelines in Non-player Order of Operations [8.6] to determine where to place cubes.

Performing Remove Influence Actions

When an NP faction is directed to perform a Remove Influence Action, use the guidelines in Non-player Order of Operations [8.6] to determine where to remove cubes.

Performing Place Conservative Clique

Only if the RC Impulse Clique letter on the current bot card is not currently on the map ***and*** *the matching Conservative Clique is available.* Perform a Place Conservative Clique Action to place the Conservative Clique with the Clique letter that matches the current NP RC bot card. Use the guidelines in Non-player Order of Operations, Step E [8.6] to determine where to place the Conservative Clique, and do not place a Clique in a space that already contains one.

Performing Special Actions

To perform a Special Action, first roll a die to select a Special Action category from the active NP faction's Special Action list. Attempt to perform one listed Special Action from that category, starting with the first listed Actions . If a Special Action includes more than one effect, perform all listed effects (if possible) and perform that Special Action if any of the listed effects can be performed.

If none of the Special Actions in a selected category may be performed (for any reason), move on to the next listed category in order (loop back from 6 to 1, if needed).

Example: *NP Coalition rolls a 3: Political Actions. While there is a Middle Class Sympathies pawn that they can move to their faction mat, Unity is already Strong and thus may not be moved. NP Coalition still performs this Special Action, moving the Middle Class Sympathies pawn but ignoring the "shift Unity" instruction as it would have no effect.*

Selecting Spaces for Events and Actions

When an NP faction needs to select one space for an Event or Action, first check for any activity-specific instructions. The NP Player Aid Card provides similar instructions for several NP Actions.

In all other cases, and when provided instructions are not sufficient to select a single space, use the guidelines in Selecting a Map Space [8.6].

Note that Lingering Events may impact one or more Special Actions.

Example: *Lingering* ***Event #16 Bloodhound Doctrine*** *is in effect. NP Coalition would attempt to perform an Assault Action in two spaces rather than one.*

Gameplay Note: *Unlike player factions, NP factions may perform multiple Actions when performing the one or two Actions granted when playing an Event card.*

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8.9 NP Coalition Special Actions

NP Coalition selects from four Special Action categories. After selecting the category, perform the first listed Special Action in that category that will have an effect. If no Special Actions in that category will have an effect, skip to the next category.

DIE ROLL	SPECIAL ACTION
1-2	Reform Actions
3	Political Actions
4	Military Actions
5-6	Economic Actions

Die Roll 1–2: Reform Actions

1. Place Sudden Victory Marker. *Only if in the Golden Twenties or Decline Era and the Coalition meets the requirements for a Sudden Victory [3.1].* Perform a Place Sudden Victory Marker Action.

2. Place Reform. *Only in a space or region that does not already contain a Reform marker.* Perform a Place Reform Action.

3. Advance Progress. Perform an Advance Progress Track Action.

4. Place Leverage & Remove Leverage. Perform a Place Leverage on a Track Action. Then, perform a Remove Leverage Action.

5. Increase Deals. Perform an Increase Deals Action to shift the U.S. Deals track one box to the right.

Die Roll 3: Political Actions

1. Move Middle Class Sympathies & Increase Unity. Perform a Move Middle Class Sympathies Action. Move a pawn to the Coalition faction mat first if possible, otherwise remove one from an opposing faction's mat.

Then, shift Unity one box to the right.

Die Roll 4: Military Actions

1. Place Unit & Assault. Perform one Place Unit Action first.

Then, check each opposing faction in turn, using the current bot card's Faction Order. The bot will Assault in the first eligible space where Coalition Potential Assault Strength is greater than the target's Potential Assault Strength in that space [8.2].

2. Increase Deals. Perform an Increase Deals Action to shift the U.S.S.R. Deals track one box to the right.

Die Roll 5–6: Economic Actions

1. Remove Leverage & Place Leverage on a Track. Only perform this Special Action if the Economy marker is at least two boxes away from Stable or there is at least one black Leverage marker on the Economy track. First, perform a Remove Leverage Action to remove black Leverage from the Economy track.

Then, perform a Place Leverage on a Track Action to place an available yellow Leverage on the Economy track. For both placement and removal, choose the side of the track with the Economy marker first.

2. Place Leverage on the Map. Perform a Place Leverage on the Map Action. Select a space with a Strike first.

3. Increase Deals. Perform an Increase Deals Action to shift the U.S. Deals track one box to the right.

8.10 NP KPD Special Actions

NP KPD selects from five Special Action categories. After selecting the category, perform the first listed Special Action in that category that will have an effect. If no Special Actions in that category will have an effect, skip to the next category.

DIE ROLL	SPECIAL ACTION
1	Military Actions
2	Stance Actions
3-4	Strike Actions
5	Cadre Actions
6	Political Actions

Die Roll 1: Military Actions

1. Place Unit & Assault. First, Perform a Place Unit Action.

Then, check each opposing faction in turn, using the current bot card's Faction Order. The bot will Assault in the first eligible space where KPD Potential Assault Strength is greater than the target's Potential Assault Strength in that space.

Die Roll 2: Stance Actions

1. Perform a Change Stance Action. Roll a die and add the number of KPD Cadres currently on the map. If the result is 4 or greater, shift KPD Stance one box to the right, towards Revolutionary. Otherwise, shift it to the left, towards Democratic.

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Gameplay Note: *When playing the following scenarios, where the Stance marker is not used, skip this Special Action and go to the next:*

- *Tutorial Scenario [9.2]*
- *Black Sun Rising [9.5]*

Die Roll 3–4: Strike Actions

1. Flip Strike. *Only if the General Strike marker is on the Timeline.* Perform a Flip Strike to Uprising Action.

2. Place Strike. Perform a Place Strike Action.

Die Roll 5: Cadre Actions

1. Place Cadre. Perform a Place Cadre Action.

Die Roll 6: Political Actions

1. Move Middle Class Sympathies. Perform a Move Middle Class Sympathies Action.

8.11 NP NSDAP Special Actions

NP NSDAP selects from five Special Action categories. After selecting the category, perform the first listed Special Action in that category that will have an effect. If no Special Actions in that category will have an effect, skip to the next category.

DIE ROLL	SPECIAL ACTION
1	Military Actions
2	Stance Actions
3-4	Assassination Actions
5	Cadre Actions
6	Political Actions

Die Roll 1: Military Actions

1. Place Unit & Assault. First, Perform a Place Unit Action.

Then, check each opposing faction in turn, using the current bot card's Faction Order. The bot will Assault in the first eligible space where NSDAP Potential Assault Strength is greater than the target's Potential Assault Strength in that space.

Die Roll 2: Stance Actions

1. Perform a Change Stance Action. Roll a die and add the number of NSDAP Cadres currently on the map. If the result is 4 or greater, shift NSDAP Stance one box to the right, towards Revolutionary. Otherwise, shift it to the left, towards Democratic.

Gameplay Note: *When playing the following scenarios, where the Stance marker is not used, skip this Special Action and go to the next:*

- *Tutorial Scenario [9.2]*
- *Black Sun Rising [9.5]*

Die Roll 3–4: Assassination Actions

1. Place Assassinations. *Only in a space that does not already have an Assassinations marker.* Perform a Place Assassinations Action.

Die Roll 5: Cadre Actions

1. Place Cadre. Perform a Place Cadre Action.

Die Roll 6: Political Actions

1. Move Middle Class Sympathies. Perform a Move Middle Class Sympathies Action.

8.12 NP RC Special Actions

NP RC selects from five Special Action categories. After selecting the category, perform the first listed Special Action in that category that will have an effect. If no Special Actions in that category will have an effect, skip to the next category.

DIE ROLL	SPECIAL ACTION
1	Military Actions
2	Cultural Leverage Actions
3	Economic Leverage Actions
4	Political Actions
5-6	Agitation Actions

Die Roll 1: Military Actions

1. Place Unit or Test Coalition Loyalty & Assault. Perform one Place Unit Action first. If there are no available RC Freikorps, instead perform a Test Coalition Loyalty Action in spaces with Rogue Freikorps first.

Then, check each opposing faction in turn, using the current bot card's Faction Order. The bot will Assault in the first eligible space where RC Potential Assault Strength is greater than the target's Potential Assault Strength in that space.

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Die Roll 2: Cultural Leverage Actions

1. Place Leverage & Remove Leverage. Perform a Place Leverage on a Track Action.

Then, remove the highest yellow Leverage from the Progress track.

Die Roll 3: Economic Leverage Actions

1. Remove Leverage & Place Leverage. First, remove one yellow Leverage from the Economy track.

Then, perform a Place Leverage on a Track Action to place an available black Leverage on the Economy track. If during the Crisis Era, place it on the Hyperinflation side of the track. Otherwise, place it on the Mass Unemployment side of the track.

Die Roll 4: Political Actions

1. Move Middle Class Sympathies. Perform a Move Middle Class Sympathies Action.

Die Roll 5–6: Agitation Actions

1. Advance Reaction. Perform an Advance Reaction Track Action.

2. Place Assassinations. *Only in a space that does not already have an Assassinations marker.* Perform a Place Assassinations Action.

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Comprehensive Non-player Example of Play

The Coalition is an NP faction, while all other factions are player factions. It is the NP faction's turn during the Action Step of the Late Year round of 1931.

First, reveal the top card of the NP Coalition's bot deck: ***card #5.***

Following the Action Step Summary, the bot will first perform an Event and then take two Bot Actions. Since the Year is not 1933 (i.e., the final year of this Era), we do not need to check first if NP Coalition has any Election or Mandatory cards in their "hand" of Event cards. Instead, we reveal the top Event card from their stack: ***Event card #120 Osthilfe****. As this card does not have the* 48 *symbol, NP Coalition will not play its* ***Article 48*** *card to cancel this Event and will instead perform the Event.*

As the Momentum faction, NP Coalition will not play ***Reichstag Seats****. And solely for the purposes of this example of play, we will not have the NP Coalition play a Parliamentary Control card. Instead, we check the text of this Event to see if the bot needs to make any decisions when implementing it.*

"Place both 1 Available yellow Leverage and 1 Coalition Influence in any 1 of these spaces: Ostpreußen, Posen-Westpreußen, Pommern, Niederschlesien, or Oberschlesien (up to Population)."

First, note that neither of the effects of this Event card—place yellow Leverage and place Coalition Influence—are optional, so the bot must implement both effects. Even if these card effects were optional, NP Coalition would still choose to implement them because both "Place yellow Leverage" and "Place Coalition Units and Pieces" are on the list of options that NP Coalition always chooses to implement [8.6, Section 1]. But the bot does need to make two decisions: which available yellow Leverage does it place, and in which listed space will that Leverage and one Coalition Influence be placed?

First, NP Coalition must select one available yellow Leverage. Currently, there is one available on the U.S. Deals track and another on the U.S.S.R. Deals track. The guidelines in Non-player Order of Operations [8.6, Section 4, Step D] specify to select the U.S. Deals track first, thus we take the yellow Leverage from the U.S. Deals track.

Now, we need to determine the space where NP Coalition will place both this Leverage and one Influence cube. Since the Event card itself instructs us to place these pieces in one of five listed spaces, that narrows down our options quite a bit. Next, looking at the guidelines in the Non-player Order of Operations [8.6], we see

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that when placing Influence, NP factions always select spaces to try to gain Dominance first. NP Coalition is in luck: there are two spaces where the addition of a single Coalition Influence will gain them Dominance among the spaces listed on the Event card: Pommern and Ostpreußen. We use the final space selection priorities to select one space [8.6, Section 4, Step E].

The first priority is to choose "the Impulse Space." For the current bot card, the Impulse space is München, so this doesn't apply. The next priority is to choose the "eligible space closest to the Impulse space." Pommern is four spaces away from München while Ostpreußen is five spaces away. Pommern is closer, so NP Coalition places one yellow Leverage and one Coalition Influence there. This concludes the bot's play of the Event card.

Next, NP Coalition will perform two Bot Actions. NP Coalition will perform one Special Action and then one Place Influence Action. We roll a die for the bot to select their Special Action: a "4", Place Unit and Assault.

Following the instructions on the NP Coalition Player Aid Card, we need to perform a Coalition Place Unit Action first. NP Coalition performs this Action just like a player faction: they may place either a Reichswehr or Freikorps unit in any space with Coalition Dominance or Coalition Parliamentary Control. We will use the guidelines in the Non-player Order of Operations [8.6] to direct the NP Coalition's play.

First, we check to see which effects of the Action the bot will implement [8.6, Section 1]. In this case, NP Coalition (like all NP factions) always chooses to place its own units on the map. We can skip Select a Target [8.6, Section 2], because this Action does not affect opposing factions. Next, we choose the one unit that NP Coalition will place [8.6, Section 3]. Both types of units are currently available—there are several available Freikorps on the Coalition faction mat and 1 available Reichswehr on the U.S.S.R. Deals track. In the priority list, we are instructed to place Reichswehr units before Freikorps units, so NP Coalition takes the Reichswehr unit from the U.S.S.R. Deals track. Now, we select one eligible space to place this unit [8.6, Section 4]. First, we look at NP Coalition Special Actions [8.9] to see if there are any Place Unit specific instructions for the bot [8.6, Section 4, Step A]. There are none. This Action does not place or remove Influence, so we skip the next set of priorities [8.6, Section 4, Step B]. The Action does place a unit, and we're instructed to select a space with opposing units where NP Coalition could place a unit to gain Supremacy [8.6, Section 4, Step C]. Reviewing the map, the only space where this is possible is Pommern. NP Coalition places the Reichswehr unit from the U.S.S.R. Deals track in Pommern and gains Supremacy there.

Next, this Special Action instructs the bot to Assault. Note that, unlike player factions, NP factions sometimes perform multiple Actions within a single Special Action. Reviewing the Assault instructions [8.9], NP Coalition targets each opposing faction in Faction Order, looking for one space where the Coalition Potential Assault strength is greater than that opponent's Potentional Assault strength. The first listed opponent on the current NP Coalition bot card is KPD, but there are no spaces with both Coalition and KPD units on the map. The next listed faction is RC. There is one space on the map with both Coalition and RC units—Pommern.

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Before performing an Assault here, however, we must first check if NP Coalition will Assault here, since the bot only Assaults in spaces where it has a good chance of victory. We do a quick calculation to find the NP Coalition's Potential Assault Strength (i.e., possible Assault strength before rolling the Assault die). Since this Assault would involve both Coalition and RC units, we first need to see if NP Coalition would pass a Loyalty Check. Currently, Progress is 1 and Reaction is 2, so Coalition units would fail the Loyalty Check. This means we ignore both the newly placed Reichswehr as well as the unrevealed Freikorps for this calculation. But the already-revealed—and loyal—Freikorps is counted. NP Coalition's Potential Assault Strength is +2 for the loyal Freikorps, +2 for having Parliamentary Control in the Prussian Provinces, and +1 for the yellow Leverage = 5. RC's Potential Assault Strength is +2 for each Rogue Freikorps = 4. NP Coalition's strength is greater, so it will Assault RC in Pommern.

The Potential Assault Strength calculations were only temporary, to determine if NP Coalition would Assault in this space. Now, we perform the Action for real. We have already seen that the Coalition will fail a Loyalty Check in this space, so we need to reveal the untested Freikorps to see its true loyalty. Unfortunately for NP Coalition, this unit is revealed to be a Rogue Freikorps! Additionally, we will ignore the Reichswehr unit for the entire Assault. NP Coalition's final Assault strength is +2 for the loyal Freikorps, +2 for Parliamentary Control, and +1 for the yellow Leverage = 5. NP Coalition subtracts a roll of 3, for 2 total Assault hits on RC. RC's final Assault strength is +2 for each Rogue Freikorps = 6. RC subtracts a roll of 3, for 3 total Assault hits on the Coalition.

As attacker, NP Coalition removes hits first. When removing opposing faction's units, NP factions choose revealed Freikorps before unrevealed. NP Coalition spends all of its 2 hits to remove the revealed Rogue Freikorps. RC is forced to remove the loyal Coalition Freikorps; having failed the Loyalty Check, the Reichswehr unit is ignored for this Assault. The remaining 1 hit is spent to remove 1 Coalition Influence.

Having scored more hits, RC becomes the Momentum faction. RC—with 4 SV—also gains Supremacy in Pommern, eclipsing both the Coalition (3 SV remaining; the Reichswehr unit is not ignored when determining

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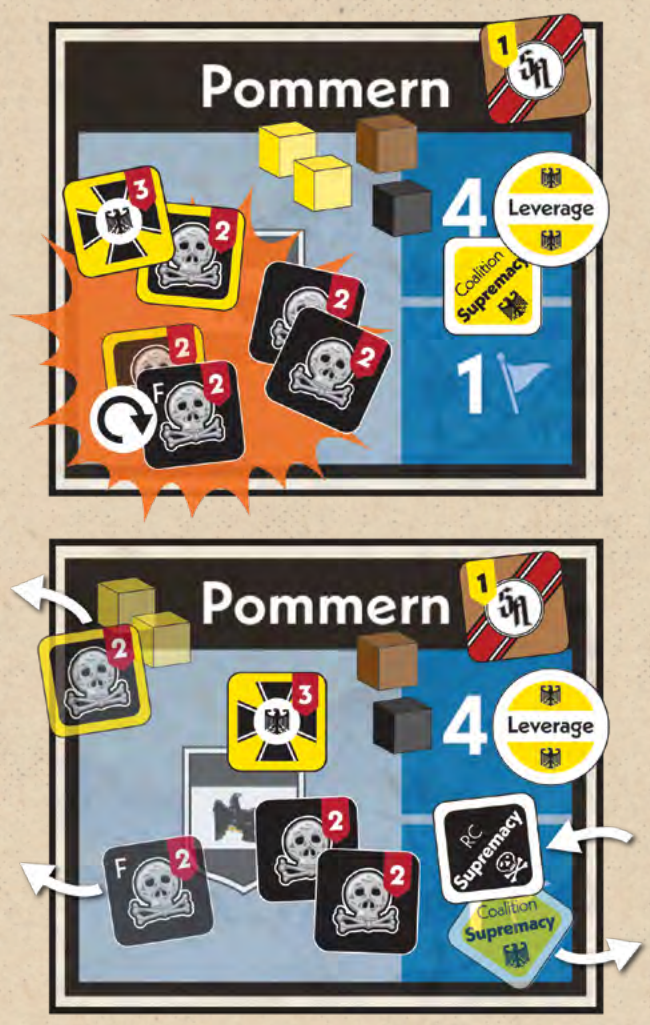
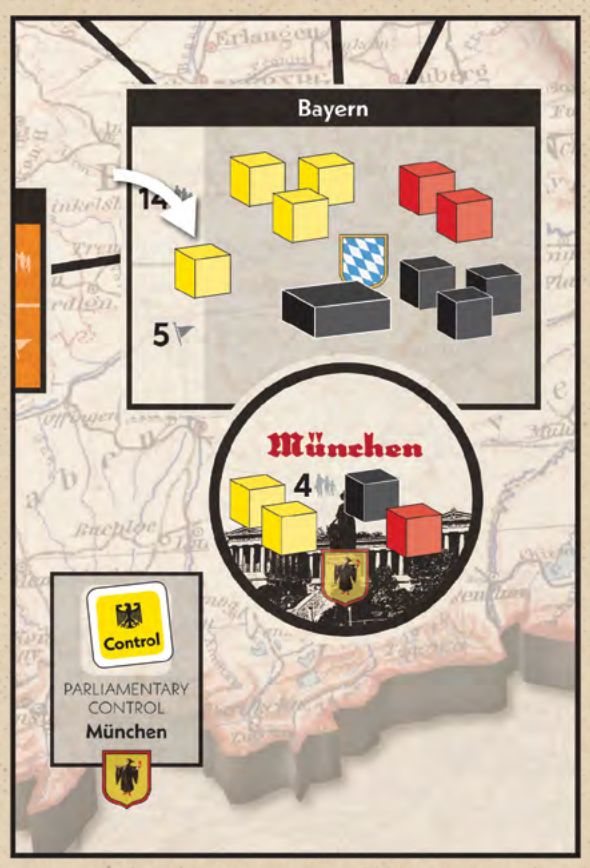
Supremacy) and NSDAP (1 SV). And now that the Coalition no longer has Supremacy in Pommern, as the Assault attacker they must lose one Influence cube, their last here.



When the dust finally settles, NP Coalition completes its second and final Bot Action: a Place Influence Action. The bot will try to select a space where this Action would gain it Dominance first, if possible [8.6, Section 4, Step B]. There are several such spaces across the map, so we look to the final priorities list next [8.6, Section 4, Step E]. NP Coalition already has Dominance in the Impulse space, München. But it does not have Dominance in the space closest to München, Bayern. This is an eligible space for a Place Influence Action—the Coalition has Presence here already and there is no Assassinations marker—so NP Coalition selects Bayern and places 1 Influence there, gaining Dominance.



NP Coalition's turn is now complete.

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Victory 12

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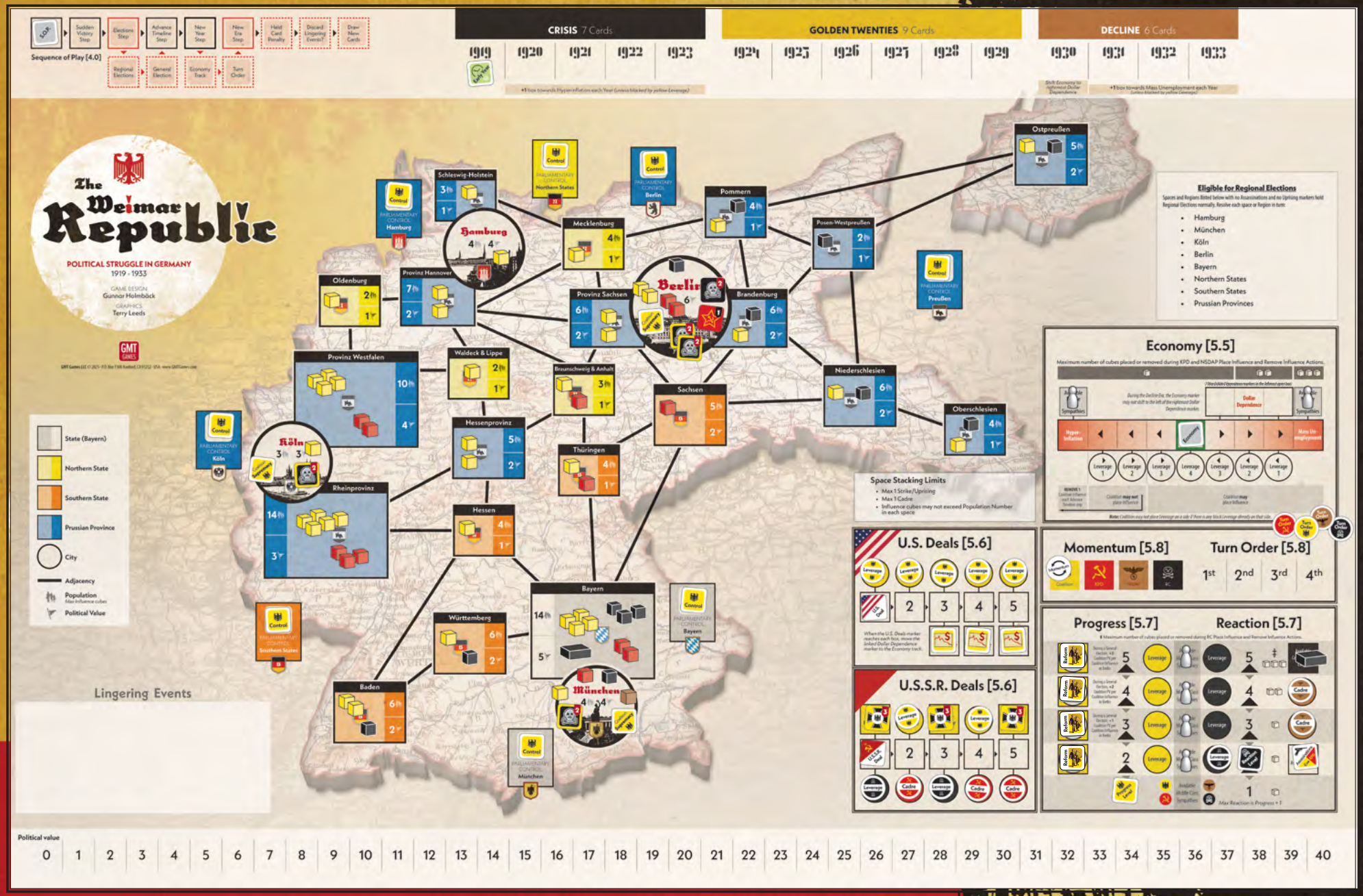

(Setup Diagram for *The Fate of the Republic* scenario)