

French Revolution 1789

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I.0 OVERVIEW

[omitted for now]

2.0 COMPONENTS

Rulebook (1)

Counter sheet (1)

Card sheets (3) of 16 cards per sheet

Game map (1)

2.1 Counters

2.1.1 Markers and Chips

Tour (Turn) marker (1). Indicates the current turn on the Turn track (4.0).

Système Politique (Political System) marker (1). Indicates the current political system (7.2, 8.0).

RP markers (1 each in 5 colors). Indicates each player's current Resource Points (RP), representing available political resources such as funding and mobilized party members (5.0, 6.0, 7.0, 11.2).

Soutien (Support) markers (8 each in 5 colors).

Prison markers (4).

Exilé markers (3).

Vote markers (18).

VP chips, 1/2/3/10 denomination (18) and 5 (9).

Held by players to indicate their accumulated Victory Points (VP) (9.0). When a player gains VP, they take chip(s) of the appropriate amount and keep them face down to disguise their total VP value from other players.

Vote and VP chips are treated like currency, and can be exchanged for an equal amount in different denominations at any time, and more may be coined as needed from outside the game. Other markers are limited to the components provided, and any action for which the marker has run out is prohibited until markers become available again.

2.1.2 Army Units. 20 French, 12 Coalition, 10 Royalist

Color and flag indicate their Camp: French, anti-French Coalition, or Royalist.

Strength ranges from zero (0) to five (5).

Distribution is shown on the map.

A portrait indicates a leader; leaders are always returned to their pool after deployment (11.2)

2.2 Cards

2.2.1 *History Cards*. 32 total: I (8), II (7), III (7), IV (6), V (4)

History cards are divided into three categories: Personage, Event, and War.

Turn Number

Personage Subtitle, or Date of Event/War

Card Name

Flavor Text

Card Abilities - come in four types.

Square (■): Noted in the Scoring phase to score VP.

Black Diamond (◆): Used in the Action phase. Usually on Personage cards, but the three War cards (*Declaration of Pillnitz*, *First Coalition Against France*, *War in the Vendée*) also have action abilities.

White Diamond (◇): (Example: *Louis XVI*) May be played to cancel a ◆ action by another player.

Red Star (★): This ability triggers immediately when the card is acquired.

* Restrictions on play may be indicated.

Credit: This card provides an RP discount on the indicated future card(s) (6.0).

Card names in gray boxes indicated Credit applied to this card from other cards.

2.2.2 *Conspiration (Conspiracy)* cards (14, 2 each of 7 kinds). Playable in the Action phase (7.0).

2.2.3 *Premier Jouer (First Player)* card (1). Held by the starting player (6.0, 7.0).

2.2.4 *Système Politique (Political System)* card (1). May be used in place of the marker (7.2, 8.0).

2.3 Game Map

The game map is divided into three sections: the Map Area, Political System boxes, and various tracks/boxes.

2.3.1 *Map Area*. Consists of eight (8) boxes representing major cities in France, with

communications lines connecting them. City boxes connected by a communications line are “adjacent”. City boxes contain the following information.

City name
Initial deployment symbol (French army placed here at start).
VP value (9.0)
RP value (9.0)
Camps allowed to deploy here (French, Coalition, Royalist)
City symbol(s)

2.3.2 Political System boxes. Six (6) boxes representing forms of government that France had (or could have had) during this period. System boxes contain the following information.

System name
System icon (used throughout the game for identification)
Political actions allowed during the Action phase
Personages that are worth bonus VP under this System.

2.3.3 Tracks and Boxes.

Turn track
RP track
Rules summaries (sequence of play, deployment procedure)
List of army strengths
La Liberté ou la Mort (Liberty or Death) box
Enchères (Auction) box

3.0 SETUP

1. Lay out the game map where all players can reach it.
2. Place the Turn marker in the “I” box on the Turn track, and the Political System marker (or card) in the Absolutisme (Absolute Monarchy) System box.
3. Each player chooses a color, takes the Support markers of their color, and places the RP marker of their color in the “O” box on the RP track.
4. Sort the history cards according to turn (I through V). Shuffle the Turn I cards and place them face down in the Auction box. Set aside the other cards for now.
5. Shuffle and deal the Conspiracy cards face down, 3 to each player in a 2 or 3 player game, 2 to each player in a 4 or 5 player game.

Players hold these cards concealed in their hand.

6. Sort the Prison, Exile, Vote, and VP markers and keep them by the side of the board.
7. Sort the army units by Camp into three pools: opaque containers (such as small cups) from which they can be drawn at random.
8. For each City box, draw one French army unit from the French pool and place it face up in the box.
9. Determine who will be first player in any agreeable fashion, and give that player the First Player card.

4.0 SEQUENCE OF PLAY

Each Turn consists of a number of phases. When each phase has been played in sequence, the next turn begins - advance the Turn marker one box, collect the History cards for the new turn, shuffle them, and place them face down in the Auction box.

1. Income phase - each player collects the RP they are due (5.0).
2. Auction phase - cards are revealed one at a time and auctioned from the Auction box. The player who bids the most RP acquires the card (6.0).
3. Action phase - players may use actions on their History and Conspiracy cards. Each Personage card may perform one of their ♦ abilities or an Political action available in the current System box (7.0).
4. Political System phase - the System that received the most votes from actions becomes the new Political System (8.0).
5. Scoring phase - players collect VP and RP from City boxes they have Support in and Personages that earn bonuses for the current System or supporting foreign powers (9.0).

5.0 INCOME PHASE

Each player receives RP based on the total number of players in the game:

2 players	18 RP
3 players	15 RP
4 players	12 RP
5 players	10 RP

Record total RP on the track using each player’s RP marker. If a player’s RP exceed 30, flip the marker

over to its “+30” side. A player cannot have more than 60 RP.

6.0 CARD AUCTION PHASE

1. Turn the top card in the Auction box face up.
2. The starting player (holding the First Player card) announces their opening bid, from 0 RP to all the RP they have.
3. The player to their left either raises the bid or passes. A player who passes cannot bid on this card any further.
4. Continue clockwise until all players but one have passed. That player pays their RP bid and acquires the card, placing it face up in front of themselves where it can be read by all players. There is no limit to the number of History cards a player can acquire.
5. If the winning player has another card in play that provides credit towards the card they are acquiring, they pay the indicated number of RP less (to a minimum of zero).
6. If the acquired card has any ★ abilities, they are performed immediately.
7. The winning player takes the First Player card, and if any cards remain in the Auction box, this process is repeated from (1) above.

7.0 ACTION PHASE

7.1 General Rules

From the starting player (who won the last auction) players alternate taking actions until all players pass.

- Have one of your Personages take an action available in the current System box (7.2).
- Use a black diamond (◆) action on one of your History cards.
- Play a Conspiracy card and then remove it from the game.
- Pass. Once a player has passed, they cannot play any more actions this turn.

When you play a black diamond (◆) action on your History card, or use a Personage to take a Political action, that card becomes “spent”; turn the card 90 degrees.

Spent cards and Personages in Prison cannot take actions. A Personage in Exile can only take Deploy actions.

When all players have passed, all spent cards are reset to ready, upright status.

The last player to pass gets the First Player card.

7.2 Political Actions

Political actions are made available by the current Political System and come in the types listed below. Some Systems have similar actions, but note that RP costs may differ. A Political action requires a player to make one of their Personages spent. If the action costs RP, the cost must be paid or the action cannot be taken. The same action may be taken more than once per turn, and similarly different actions may also be taken.

7.2.1 *Vote*. The Vote action allows players to influence the political system. The player pays the RP cost to add one or more votes to one of the System boxes indicated.

7.2.2 *Campaign / Placate the Nobility*. This action brings one of the eight cities under your faction’s influence. If your Support marker is on a city, you get its RP and VP.

Choose a city. For Persuade Nobility, you can’t choose a city that already has a Support market. You also cannot choose a city occupied by Coalition or Royalist forces.

Play one of your Support markers in the city. If there was already one there, return it to its owner.

7.2.3 *Arrest*. Choose another player’s Personage who is not in Prison or Exile. Place a Prison marker on that Personage. If no Prison markers are available, you cannot take the Arrest action.

A Personage in Prison cannot use ◆ or ◇ actions, and cannot be used for Political actions. ■ abilities and credit towards future cards remain active and available.

7.2.4 *Exile*. Choose one of your own Personages without an Exile marker and place one on them. A Personage in Prison may go into Exile; replace the Prison marker with the Exile marker. If no Exile markers are available, you cannot take the Exile action.

A Personage in Exile cannot use ◆ or ◇ actions other than Deploy (when indicated), and cannot be used for Political actions. ■ abilities and credit towards future cards are *inactive* and have no effect while in Exile.

In the Scoring phase, Personages in Exile score VP depending on the number of French Cities occupied by the anti-French Coalition (9.0).

7.2.5 *Execute*. Execute a Personage in Prison, either yours or another player's. Place the Personage card in the La Liberté ou la Mort (Liberty or Death) box, and return the Prison marker to the side of the board. You score 1 VP.

7.2.6 *Release*. Release a Personage in Prison, either yours or another player's. Return the Prison marker to the side of the board. You score 2 VP.

7.2.7 *Return*. Choose one of your Personages to return from Exile. Return the Exile marker to the side of the board. You score 2 VP.

7.2.8 *Deploy*. This action, which can only be taken by a Personage in Exile, allows you to induce foreign governments or rebels to deploy troops in France. Pay the indicated RP and deploy a Coalition or Royalist army in an eligible City box.

In the Scoring phase, Personages in Exile score VP based on the number of Cities occupied by Coalition armies (9.0).

7.2.9 *Financial Reform*. This action bolsters the treasury and calms the political situation through financial reform. Spend 4 RP and score 1 VP.

7.2.10 *Expedition*. This action represents an expeditionary campaign outside of France to bolster the morale of the people. This action can only be performed by a Personage with the ♦ Deploy action. Pay 2 RP and score 2 VP.

7.2.11 *Nationalize*. This action seizes the resources of the wealthy and/or nobility for the nation. Choose and remove another player's Support marker from a City; that player must pay 2 RP, or all their VP if they have less.

7.2.12 *Assassinate*. This action sends an assassin against a Personage in Exile. Place the Personage card in the La Liberté ou la Mort (Liberty or Death) box, and return the Exile marker to the side of the board. You score 2 VP.

8.0 POLITICAL SYSTEM PHASE

After the Action phase, move the Political System marker to the System box with the most Vote markers. If there is a tie, do not move the marker. Then remove all Vote markers from the board.

9.0 SCORING PHASE

Depending on the current political system and disposition of forces, players received RP and VP.

Each player checks the square (■) abilities on their Personages not in Exile and score VP if eligible.

Then, for *each* Personage in Exile that a player has, score VP based on the number of Cities (Paris counting as 2) occupied by Coalition (not Royalist) armies.

1-2 cities	1 VP
3-5 cities	2 VP
6-8 cities	3 VP
9 cities	5 VP

Players then receive the RP and VP for the Cities which have their Support.

10.0 GAME END AND VICTORY

At the end of Turn V, the player with the most RP wins. In case of tie, the player with the most RP wins. If still tied, all tied players win.

11.0 DEPLOYMENT

11.1 General Rules

There are three Camps - France, (Anti-French) Coalition, and (Catholic) Royalists. Placing armies from these Camps onto the map is called Deployment.

Deployment can occur through the ♦ Deploy (France) action, the ♦ Deploy (Coalition/Royalist) action, Event card effects, the *Vatican Intervention* Conspiracy card, etc.

In the following, regardless of the overall disposition of forces, the deploying forces are "attackers", and the forces occupying the target City box are "defenders".

11.2 Deployment and Battles

1. Choose a Camp and the number of armies to deploy, and pay the appropriate amount of RP.
2. Choose a target City, under the following restrictions.
French Army: any City in France.
Coalition/Royalist Army: any city with the appropriate flag, or any city adjacent to an existing army from the same Camp.
3. Draw armies at random in accordance with (1) above.
4. Place the drawn armies in the target City. If the total strength of the attacking armies is less than or equal to the defenders, then you have lost - skip the remainder of these steps.

5. The defender reinforces the target City. Draw 1 random army of the defending Camp **and add it to the City**.
6. Total the strength of the attackers and defenders, the higher wins the battle. If tied, the attacker wins.
7. All losing armies are returned to their cup. The deploying player chooses one winning army to remain and return the rest to their cup (regardless of whether they are the winner or loser). Leaders cannot remain.
8. If Coalition/Royalist forces were deployed and defeated the French, remove any Support marker in the City.
9. If French forces were deployed and defeated the Coalition/Royalists, the deploying player may place their Support marker in the City.

II.3 Reinforcement of French Garrisons

A player may reinforce French garrisons by deploying French forces into a city occupied by a French army. The drawn armies are added to the French army in the target City, then the player choose one to remain and returns the rest to the French cup.

Any Support marker in the City is unaffected.

12.0 MISCELLANEOUS

- Players may negotiate freely, but no agreements are binding, and players may not exchange RP, VP, or cards.
- *Louis XVI's* ◇ Veto ability, like *Informant*, is used directly in response to cancel another player's ◆ action. Political System actions cannot be vetoed. The vetoed action still results in the Personage becoming spent, and any RP paid are lost. *Louis XVI* can only use this ability when upright, and he becomes spent after using it.