

REVOLUTION!

Politics during the French Revolution 1789-96



V1.0 April 2017

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1 INTRODUCTION

Revolution represents the problems facing the French State between 1789 and 1796. It is a game of intrigue which aims to recreate the politics of the Revolution from the reactionary Monarchists, through the moderate Girondins, to the radical and ultra radical Jacobins. At the end of the game the French Revolution will have settled on a dictatorial pattern of leadership: the very environment that resulted in Napoleon's assumption of power.

The game takes place in the French National Assembly building. Players represent one of three political factions each composed of a group of famous characters. They must find solutions to the problems of state raised by this turbulent period whilst wrestling one another for political control.

Each political faction, and in the advanced game each character, has their own agenda to promulgate whilst simultaneously denying their opponents power. Like all forms of politics, power is exercised by a series of votes. Players may use debate, bribery, bullying and scurrilous accusation to win these votes and to win this game you must be prepared to engage in all of these activities at some point.

A game consists of a fixed number of turns. Each turn features one of thirteen crises drawn at random from those faced by the Revolution. The response to each crisis is decided by vote. In each turn the player's aim is to gain influence points by winning the vote in the Assembly and send their opponents to the guillotine!

The game continues until all the crises have been faced. The winner is the player who has a character that has established political control of France. That is they are still alive at the end of turn thirteen and have the most influence points.

The game is not designed to make it difficult for the players to know what to do. Rather it creates a framework within which players can "negotiate" with each other to ensure they get the right result from each vote and further their personal and factional interests. Players can use a variety of strategies but, as we have seen in our own time, negative campaigning can be very effective and even if you don't have a solution why should someone else have all the glory?

2 WHAT'S IN THE GAME?

Revolution consists of a pack of 53 cards and requires a series of counters to represent influence points. The pack is made up of:

- 15 character cards divided into three political factions.
- 13 crisis cards.
- 12 action cards.
- 13 assorted special, factional agenda & armed cards.

You may use plastic counters, poker chips, or Monopoly money to represent influence points or then again you could use the counters supplied with the game.

3 GAME SET UP

The standard game of Revolution is for three players. It can involve up to 15 players with the advanced rules (see below) but it is probably best to start with the standard game. At the start of each game:

- Sort the character cards into separate factional decks.
- Assign each player a factional deck.
- Place all the character cards in each faction face up in front of the players.
- Place the factional agenda cards in front of each player.
- Shuffle the crisis cards and place them face down in a deck on the table between the players.
- Place all 12 action cards face up so all players can read them easily.
- Place the National Assembly, Tribunal and Guillotine cards on the table between the players.
- Distribute the armed cards to their commanders.
- Distribute the initial influence points to all the characters.

For the last two actions use the information on the character cards in the factional decks.

4 OVERVIEW

The game lasts for 13 turns at most. Each turn is the same and in outline is deceptively simple.

Players elect a fresh Tribunal each turn. They then discover which crisis they will face this turn and take their first steps toward a response by attempting to place their opponents under house arrest!

Next each political faction nominates a character to represent them in the National Assembly and promote their preferred response. Each faction can put forward an action but they may decide not to. After much skulduggery surplus actions are discarded until only one remains. This is put to a vote led by two of the three nominated characters: one for and one against. As in real life the action may be passed or rejected. This deceptively simple phase is complicated by the constant peddling of influence points between characters within and between factions.

After the vote, faction members gain additional influence depending on the outcome of the vote and how well it matched their factional agenda. Leading a voting in the Assembly and losing is fraught with danger; the losing lead character is automatically denounced as a counter-revolutionary and sent to the Tribunal.

Each turn ends with the Tribunal deciding on the fate of a character accused of counter-revolutionary activities. Those found guilty are sent to the guillotine; those found innocent return to the Assembly.

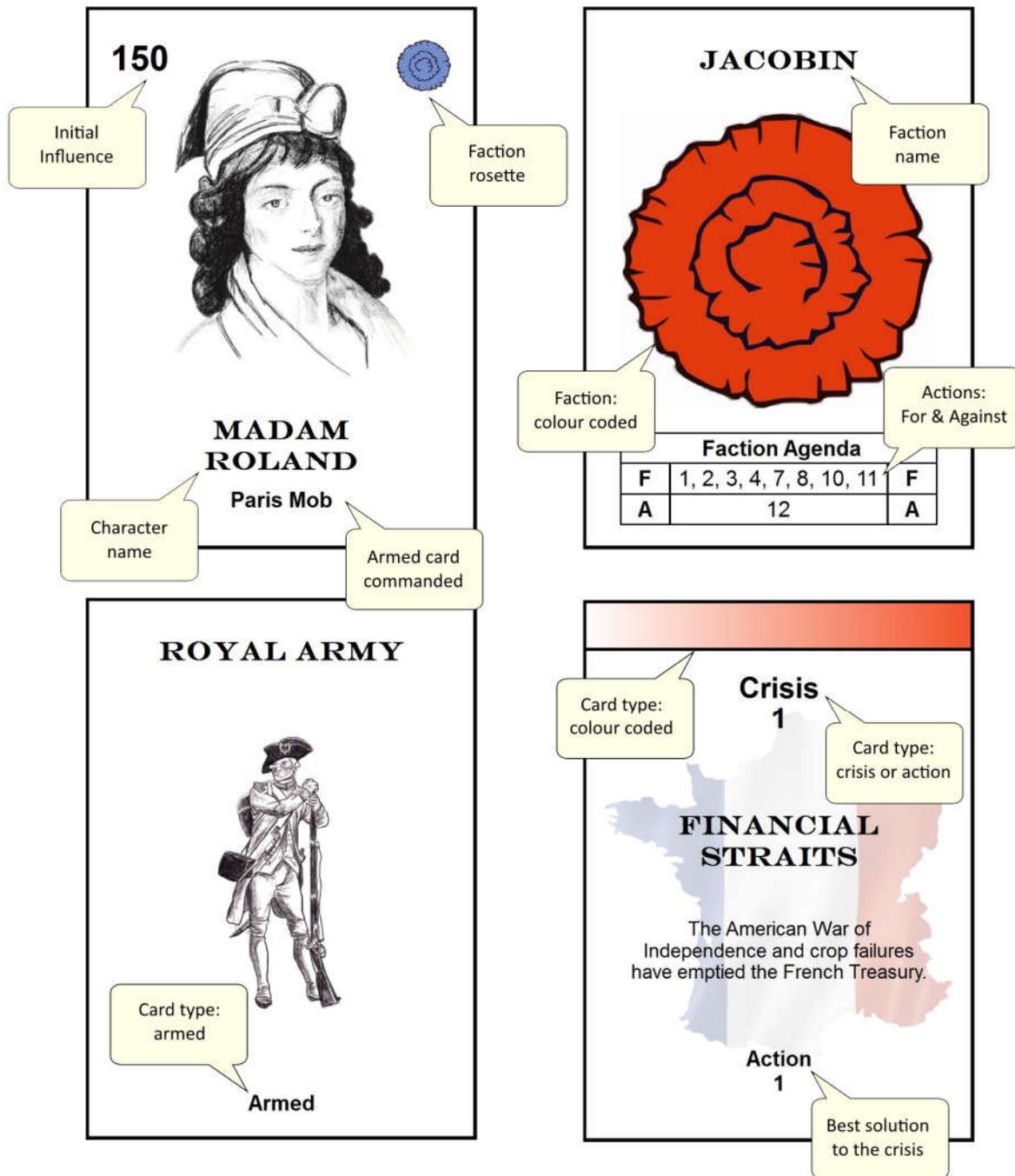
Finally, just as in real politics, not everything goes according to plan. In Revolution, players can accuse their opponents of counter-revolutionary activities at any point in the turn and send them to the Tribunal for instant judgment.

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5 THE CARDS

The diagram below illustrates the layout of the four main types of cards in Revolution: character, faction, armed and crisis / action cards.



6 TURN SEQUENCE

Use this during the game until you have memorised the sequence. Where necessary, a more detailed explanation of the steps is provided in the next section.

| Phase | Description |
|------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Establish a Tribunal | All players nominate characters to form the Tribunal. Of those nominated the three characters with the most influence points are elected to the Tribunal for this turn. |
| Discover the next crisis | A new card is dealt from the crisis deck. Players take it in turns to deal and read out the card. |
| Place opponents under house arrest | Characters are arrested by placing an armed card across their card. All characters can be arrested including Tribunal members. |
| Propose an action | Each player nominates a character to lead their vote in the Assembly and decides if they wish to propose an action. |
| Skulduggery | Only one action is put to the vote. Surplus actions are discarded following much wheeling and dealing between the players. The agreed action card is placed in front of the National Assembly card. |
| The Assembly Votes | Votes are led by two of the three nominated characters; one for and one against. Votes use influence points and are hidden until ready. Ties are resolved by an additional round of voting. |
| Influence points awarded | Depending on how characters voted and their political agenda, they receive fresh influence points and the action cards are recycled. |
| The Tribunal | The lead character that lost the last Assembly vote is denounced as a counter-revolutionary and sent to the Tribunal. |
| To the Guillotine! | The Tribunal decides whether to send the counter-revolutionary to the guillotine by a simple majority vote. Players may abstain. In the case of a tie the character is released. |
| A character dies | If guillotined the character is removed from the game and their character card placed on the guillotine card along with any associated influence points and armed cards. |
| Tribunal disbanded | Before starting a new turn the existing Tribunal is disbanded by returning the character cards to their factional deck along with any armed cards. |
| Game over? | The game continues until there are no more crisis cards to play. |
| Victory | The winner is the player who has a character that is still alive after all crisis cards have been played and who has the most influence points: the new Tyrant! |

Don't forget players can use the J'accuse rule to accuse their opponents of counter-revolutionary activities at any point in the turn whereupon the Tribunal sits in an extraordinary session to decide their fate before the turn resumes.

7 RULES & GAME CONCEPTS

7.1 AGENDA CARDS

Each political faction has its own agenda. In the standard game this is a subset of actions that each faction favours or opposes. These are shown on the three factional agenda cards. Characters gain influence points when their faction's nominee votes in the National Assembly in line with their factional agenda.

7.2 INFLUENCE POINTS

These are crucial to a character gaining a place on the Tribunal, successful votes in the Assembly and achieving a player's political goals.

During the game points can be transferred from one character to another. To confirm the transfer a corresponding number of counters must be physically moved from one character's card to the other.

Influence points are spent as part of the process of voting in the Assembly. Once spent they cannot be used again until the next turn so it is important to keep track of spent points to avoid argument and confusion. For example you can turn the counters over to indicate they have been used this turn.

For a faction, or other grouping, to get their total influence together the characters must physically give their influence points to the character bidding to join the Tribunal or leading the vote in the Assembly. This is obviously dangerous and can lead to infamy.¹

Fresh influence points are awarded after each vote in the Assembly.

7.3 THE TRIBUNAL

The Tribunal is a triumvirate and has the power of life and death over characters that have lost a vote in the Assembly and been accused of counter-revolutionary activities.

The Tribunal is a sub-committee of the Assembly and membership of the Tribunal is decided afresh each turn. Players can put forward as many characters as they wish. The final composition of the Tribunal is decided by selecting the three nominated characters with the most influence points.

Members of the Tribunal remain members of the Assembly and so can be nominated to lead Assembly votes. This is useful as membership of the Tribunal protects the character from being sent to the guillotine that turn should they lose the vote. It does not prevent them being placed under house arrest.

¹ All together now: "Infamy! Infamy! They've all got it in for me!"

7.4 J'ACCUSE!

Instead of waiting for your enemy to lose a vote in the Assembly players can accuse another character at any time in the game.

They do this by pointing at the enemy and shouting "Enemy of the Revolution" whilst placing enough influence points on the table to outspend the accused.

If the accused is outspent they are immediately sent to the Tribunal to learn their fate. If not outspent then the accuser has merely made another enemy and wasted their influence points.

7.5 ARMED CARDS & HOUSE ARREST

Some characters command armed cards however not all cards are always available. Some only come into play following the passing of an action by the Assembly whilst others become null and void following an Assembly vote. For example one action, when passed by the Assembly both creates the Revolutionary Army and disbands the Royal Army.

Players with armed cards may place them across any other character of their choice including those elected to the Tribunal. This has the effect of placing the target character under house arrest for that turn.

Once arrested the target character may not lead a vote in the Assembly or vote in the Tribunal. Arrested characters cannot be sent to the Tribunal. Furthermore they may only use half of their influence points for the remainder of the turn.

If the target character also commands an armed card this may be used to counteract an attempt to arrest them ensuring the target remains free. Alternatively they may choose to allow themselves to be arrested for the protections it brings. In these circumstances the target can still use their armed card to arrest another character.

Placing of Armed cards is deemed to be simultaneous. Placing an Armed card on one character does not stop that character placing their armed card. The Armed cards only affect one turn before being returned to the player's hand for reuse in subsequent turns. They cost nothing to use.

7.6 ASSEMBLY VOTES

Each turn the Assembly votes on what action to take in response to the crisis they face. As in the real world this involves a lot of negotiation and intrigue. There are two features designed to force players to negotiate:

- Despite the fact that up to three actions may be proposed, the Assembly can only vote on one. Players are therefore forced to negotiate with one another to reduce the number of actions proposed and if that fails, to agree which surplus actions to discarded.
- Not all three nominated characters get to vote. When an action is opposed the vote is between two lead characters; one for the other against. The character that proposed the action always leads the vote for the action. The remaining characters must decide whether to abstain, vote for

the action in coalition with the proposer or vote against it. If two players want to oppose the action they must form a coalition and decide who should lead it.

During voting all agreements should be reached by the usual political means of bribery, wheeling, dealing and general skulduggery. With this in mind the full voting sequence is as follows:

One Action

- Each player nominates a character to champion their views in the Assembly by placing a character card before the Assembly card. The character can be any member of the player's faction including any currently elected to the Tribunal.
- The players must then decide whether or not their character should propose an action. A player can only propose one action a turn. This decision may involve open discussion with the other players especially if more than one player wants to propose the same action.
- If more than one action is proposed the players must negotiate and agree which action should be put to the vote.
- The end of negotiations, and the beginning of the vote, is marked by placing the agreed action card before the Assembly card.

Voting

- If the action is opposed the players must divide into opposing sides prior to the vote. Players may choose to abstain and play no part in a vote. If an action is unopposed skip to the next section and award influence points accordingly.
- The character that proposed the action always leads the vote for the action. They may be joined by another player in a temporary coalition.
- If two players wish to oppose the action they must negotiate, enter into a coalition and decide which of their two characters will lead the vote against the action. If only one player wishes to oppose the action their nominated character must lead the vote against the action.
- Votes are represented by influence points. These must be physically given to the opposing lead characters by fellow faction members, and those in temporary coalition, with the aim of amassing enough points to out bid their opponent. As mentioned above moving influence points is risky but necessary to ensure a successful outcome.
- Prior to a vote, nominated characters in a temporary coalition must have moved at least 25 influence points to their lead character to formalise the arrangement. Failure to do so means they, and their faction, will not gain influence points after the vote whatever the outcome.
- When all negotiations are complete the final vote is called and the lead characters prepare their bids. Characters do not have to use all their influence points in a vote. An element of bluff is involved and unused points may prove useful later in the turn.
- The votes should be kept hidden until both players are ready. Once the bids have been revealed and counted the action is declared passed or rejected. Ties are resolved by an additional round of voting.

Influence points are not lost in the voting process but if used to vote they cannot be reused later in the turn. Used points stay with characters and can be used in following turns.

7.7 GAINING INFLUENCE

Each crisis has a related action representing the correct response to the crisis. When the Assembly responds to a crisis by voting on the correct action all characters, not just the lead characters, gain influence points. Both partners in a temporary coalition gain influence points regardless of whether their leaders voted or not.

The number of points awarded depends on whether the correct solution was passed or rejected and whether the faction's vote matched their faction's agenda as follows:

| Faction Agenda | Passed & Voted ... | | Rejected & Voted ... | |
|----------------|--------------------|---------|----------------------|---------|
| | For | Against | For | Against |
| For | 100 | 0 | 0 | 0 |
| Neutral | 25 | 0 | 0 | 25 |
| Against | 0 | 0 | 0 | 100 |

The correct action in response to each crisis is given on the crisis card and there are lists of actions favoured and opposed on each faction's agenda card. Factions in coalition must use their own agenda not the leading faction's agenda.

When the Assembly votes on an incorrect action in response to a crisis no one gets any influence points under any circumstances.

7.8 THE TRIBUNAL & THE GUILLOTINE

A lead character that lost a vote in the Assembly is immediately denounced as a counter-revolutionary and sent to the Tribunal. They have no choice but to attend. Once there they may negotiate and agree any deal to save their life. They may even give their influence points to the Tribunal members to save themselves.

The Tribunal decides a character's fate by a simple majority vote; influence points are not used here. Tribunal members may abstain and in the case of a tie the character is released.

If the Tribunal votes to send a character to the guillotine the character is removed from the game and their card is placed on the Guillotine card. Any influence points the character has left and associated armed cards are lost.

If a character survives their date with the Tribunal they are released, regain their place in the Assembly, and resume voting at the start of the next turn.

8 SPECIAL RULES

One of the crisis cards results in an assassination and when drawn the turn ends immediately with no votes being taken. The character that led the last group to fail in an Assembly vote is duly assassinated for counter revolutionary behaviour and removed from the game. All characters except

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the King can be assassinated. If the assassination card is drawn first it has no effect and players can relax a little.

If the King has the misfortune to be sent to the guillotine his influence points are not lost but pass to his heir Louis Philippe who becomes King. All other characters lose their influence points immediately on losing their heads.

If you wish to play a more historical version of Revolution simply place the crisis cards in numerical order and play the deck from card one. This will present the Assembly with the historical sequence of crises. The assassination card should be randomly inserted into the deck after the cards have been ordered.

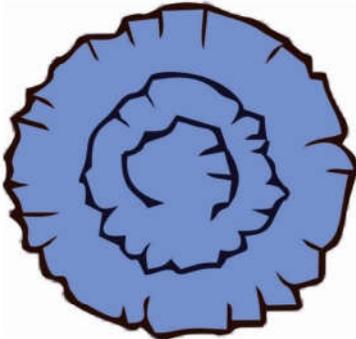
9 ADVANCED RULES

These allow you to have more than three players in a game: players can choose to play individual characters not just faction leaders. The upper limit is fifteen players but at this level you should be prepared for a lot of intrigue. For experienced players a game with four to six players is easily manageable.

In the standard game the faction agenda is everything. In the advanced game it is not. Each character has a matching advanced character card complete with personal agenda. An individual does not have to follow their faction leader's strategy or stick to the faction's agenda.

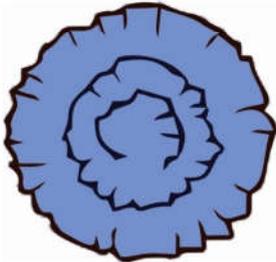
Individuals are still part of a faction but they have a little niggling, self obsessed agenda of their own. In the example below you can see that Madam Roland favours more actions than the Girondin faction:

GIRONDIN



| Faction Agenda | | |
|----------------|----------|---|
| F | 5, 6, 10 | F |
| A | 3 | A |

MADAM ROLAND



| Personal Agenda | | |
|-----------------|-------------|---|
| F | 5, 6, 8, 10 | F |
| A | 3 | A |

To differentiate between the two types of agenda cards the rosettes are slightly different sizes and the agenda grids are in different positions.

The introduction of personal agendas is designed to introduce competition between individuals and the political factions thereby adding an extra layer of complexity, negotiation and plain old back stabbing to the game.

To set up an advanced game with more than three players:

- Split the players into two groups: the three that wish to play the faction leaders and those who wish to play individuals.
- Those playing individuals choose the characters they wish to play rolling dice to resolve disputes.
- Place the chosen character cards face up in front of those playing individuals.
- Add the associated advanced character card face up alongside each individual character card.
- Place the remaining character cards in each faction face up in front of those playing the factions.
- Place the factional agenda cards in front of the factional players.
- Now follow the steps as if setting up a standard game starting with shuffling the crisis deck.

There are no significant changes to the game turn sequence. There are however some subtle shifts and increased opportunities for debate and negotiation as follows:

- **Establish a Tribunal:** individuals can nominate themselves but should build up sufficient influence beforehand or risk wasting influence points.
- **Place opponents under house arrest:** individuals that control an armed card may negotiate a price for its use; if they have no use for it themselves.
- **Propose an action:** an individual can nominate themselves and join the Assembly. They can propose any action from their personal agenda as an alternative to that put forward by the player leading their faction. As in the standard game the multitude of proposed actions must be reduced to one by negotiation.
- **The Assembly Votes:** whoever proposed the chosen action, individual or nominated character, must lead the vote for the action. The remaining nominated and individual characters must decide whether to abstain, vote for the action in coalition with the proposer or vote against it. If there a multiple players looking to oppose the action they must form one coalition and decide who should lead it.
- **Influence points awarded:** individuals leading votes in the Assembly receive influence points using the same rules as the factions but must use their personal agenda not the faction agenda.

All other rules remain the same.

APPENDIX I – AN EXAMPLE TURN

1 THE PROLOGUE

This example sees action starting on turn three.

In the previous turns the Jacobins (J) failed to take advantage of the ongoing political crisis. The Girondins (G) and the Monarchists (M) worked together and through superior influence controlled the Tribunal in both the previous turns sending the Jacobin characters Hebert and Couthon to the Guillotine.

In turn three the Jacobins need to pull something out of the bag if the Revolution is not going to die.

2 TURN THREE

Vote for the Tribunal: So far the Jacobins have tried and failed to out vote a Girondin Monarchist coalition and elect their characters to the Tribunal. This time they decide to pretend to vote and let the others waste their influence points. Count Mirabeau (M), Louis Philippe (M) and Brissot (G) form the Tribunal for this turn.

The Jacobins save their influence points for later; after all the Tribunal is often deadly if you lose an Assembly vote. The Jacobins are taking a risk: the Girondin Monarchist coalition may use the J'accuse rule and attempt to send yet more Jacobins to the guillotine.

Discover the next crisis: It is Food Inflation (Crisis #11) and economic chaos is sweeping France. This would normally be a political winner for the Jacobins because they are the only faction in favour of the correct solution to the crisis (Action #3: Maximum Price Code). The Monarchists are happy for the peasantry to eat cake.

The Jacobins however have another idea. They intend to get one of their favoured actions through the Assembly (Action #5). This will establish a Revolutionary Army whilst simultaneously disbanding the Royal Army controlled by the Monarchists. The peasantry will have to join the army if they want to eat!

This strategy has a further benefit: Action #5 provides an additional armed card to the Girondins. This may create room to negotiate a voting alliance with the Girondins; splitting them from the Monarchists. The Jacobins and Girondins exchange glances and nods.

The Monarchists are happy; they don't favour any actions to counter food inflation and are looking forward to yet another political victory.

Place opponents under house arrest: Following their plan, the Jacobins place Paris Mob cards on Count Mirabeau (M) and King Louis XVI (M). King Louis XVI (M) uses the Royal Army card to negate the Paris Mob and retain his liberty.

However, as part of the new Jacobin Girondin deal, the Girondins place the Paris Mob on Lafayette (M), who in a fit of pique plays the National Guard against Brissot (G). This leaves Louis Philippe (M) as the sole member of the Tribunal not under house arrest and able to vote.

The Jacobin Girondin ploy has severely undermined the political influence of the Monarchists because those under house arrest can only use half their political influence. Even so the Monarchists still control the Tribunal.

Propose an action: As planned the Jacobins propose Action #5. The Monarchists decide not to propose their own action as they oppose the correct solution and it is better for them to vote against the Jacobins' action as they may lose their Royal Army should it be passed.

Skulduggery: The Jacobins seek Girondins support. The latter are happy not to propose an action of their own and to vote for the Jacobins' action as they will gain from it. It seems the Monarchists have been outwitted.

The Assembly Votes: The vote is between the temporary Jacobin Girondin coalition and the weakened Monarchists. The Monarchists have been much reduced in influence by the actions of the Paris Mobs.

Robespierre, the nominated vote leader for the Jacobin Girondin coalition, has accumulated 1,000 influence points from various Jacobin and Girondin characters. The Monarchists, under Louis Philippe, have 900 influence points. The Jacobins win the vote!

Influence points awarded: The Assembly passed an incorrect solution to the crisis they faced. This means no one gains any influence points irrespective of how they voted. The Jacobins knew this but preferred to vote for an action that would benefit them in subsequent turns.

The Tribunal: The leader of the losing faction, Louis Philippe (M) is sent to the Tribunal. As luck would have it he was the only voting member of the Tribunal, and he let himself off!

To the Guillotine! Madame La Guillotine has no visitors this turn.

Tribunal Disbanded: Brissot (G), Louis Philippe (M) and Count Mirabeau (M) are no longer members of the Tribunal. All armed cards are returned to their commanders. However, the Royal Army card is removed from King Louis XVI (M) just as Barras (G) and Carnot (J) receive Revolutionary Army cards.

3 TURN SUMMARY

The quick thinking of the Jacobins evened up the balance of power a little and the Monarchists face potential trouble. At the end of the turn political influence lies with Robespierre (J) and Louis Philippe (M) as leaders of their factions. The Girondins have no clear leader.

4. WHAT NEXT?

In the next turn the Jacobins need to build their influence and start controlling the Tribunal as they must begin eliminating their enemies. The Monarchists need to retain control of the Tribunal if at all possible to maintain their strong negotiating platform. The Girondins may have burnt their bridges with both their opponents and if they are not careful will end up squeezed between them.

APPENDIX II – HISTORICAL NOTES

The French Revolution was a bloody affair. Here are the historical fates of the characters featured in Revolution. Many were executed:

Jacobins:

- Hebert was executed on 24 March 1794.
- St. Just, Couthon and Robespierre were executed on 28 July 1794.
- Danton and Desmoulins were executed on 5 April 1794
- Marat was assassinated in his bath on 13 July 1793.

Girondins

- Brissot was executed on 31 October 1793.
- Madam Roland was executed on 8 November 1793.

Monarchists

- King Louis XVI was executed on 21 January 1793.
- Count Mirabeau died of natural causes on 2 April 1791.

Of those that survived Carnot became the 'organiser of victory' with his reforms of the army. On becoming a member of the Directory he disagreed with the idea of a hereditary emperor and retired from public office. Barras twisted and turned and eventually ran the Directory until 1799 when, after acting as Napoleon's best man on his marriage to Josephine, he witnessed the rise of an Emperor.

Lafayette fled France and served five years in an Austrian prison before returning. He refused to have anything to do with Napoleon's government, becoming an Assembly member in the Bourbon restoration before being offered, and refusing, the post of Dictator in the 1830 revolution.

Louis Philippe was placed on the throne after the 1830 revolution after 21 years in exile. He was deposed in the 1848 revolution that put Napoleon III on the throne.