## Historical Events

Historical Events consist of 50 cards that cover milestone events from modern History, showing what their effect would be within a game of Hegemony.

**Early Period - Setup:** 5 Cards that cover Major events of 18th and 19th Century

**Period I - Round 1:** 9 Cards that cover events from 1900s-1920s

**Period II - Round 2:** 9 Cards that cover events from 1920s-1940s

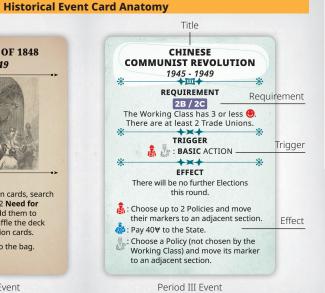**Period III - Round 3:** 9 Cards that cover events from 1940s-1970s

**Period IV - Round 4:** 9 Cards that cover events from 1970s-1990s

**Period V - Round 5:** 9 Cards that cover events from 1990s-2020s

## Historical Event Card Anatomy

Title

Year(s)

Period Indicator

### REVOLUTIONS OF 1848
*1848 - 1849*

✳

#### EFFECT

🧍: Before drawing Action cards, search your Action deck for 2 **Need for Change** cards and add them to your hand. Then, shuffle the deck and draw 5 more Action cards.

🧑: Add 2 Voting cubes to the bag.

🧍: Remove 2 Media 💬.

Extra Setup

Early Period Event

Title

### CHINESE COMMUNIST REVOLUTION
*1945 - 1949*

✳ III ✳

#### REQUIREMENT

**2B / 2C**

The Working Class has 3 or less 😊. There are at least 2 Trade Unions.

Requirement

#### TRIGGER

🧍 🧑 : **BASIC** ACTION

Trigger

#### EFFECT

There will be no further Elections this round.

🧍: Choose up to 2 Policies and move their markers to an adjacent section.

🧑: Pay 40¥ to the State.

🧍: Choose a Policy (not chosen by the Working Class) and move its marker to an adjacent section.

Effect

Period III Event

## Setup

Separate the cards by their Period and shuffle each Period's cards separately. (Early Period cards are marked with an asterisk.) Then, take a card from each Period at random and, without looking at them, place them in a face down pile in order, from Early Period on the top to Period V on the bottom. Return the rest of the cards to the box.

During Game Setup, reveal the Early Period card and apply its effect.

### *Example:*

*"Revolutions of 1848" instructs the Working Class player to search their Action deck for 2 "Need for Change" cards and start the game with them in hand. The Middle Class player adds 2 Voting cubes to the bag, and the State player removes 2 Influence from the Public Services.*

## How to Play

At the end of the Preparation Phase (including the first round of the game, in which the Preparation Phase is skipped), reveal the top Historical Event card, corresponding to the current round, and place it where everyone can see it, covering any previously revealed Historical Event card.

Each Historical Event consists of 3 main parts: the requirement, the trigger, and the effect. Early Period Historical Events only have an effect, since they are applied during Setup.

## The Requirement

For a Historical Event to apply its effect, its requirements must be met. If they are not, then it cannot be triggered.

## The Trigger

The trigger determines when the effect is applied. A Historical Event can be triggered in 3 different ways: when the card is revealed, at the end of the Action Phase, or as a player's action. In all cases, the requirements must be met for the Historical Event to be triggered.

If the trigger is an action, not all players may be able to activate it. The card will list which players can trigger the Historical Event, and it will also list whether it requires a Free Action or a Basic Action to do so. Sometimes it may even list an additional requirement from the player, like spending Influence for example.

Note that each Historical Event can only be triggered once. As soon as its effect is applied, turn its card face down.

## The Effect

When the Historical Event is triggered, apply all of the listed effects in the order written. In some cases, one or more players' symbols may be shown in front of part of the effect. In such cases, that part of the effect only applies to the player(s) shown.

Note that, in some cases, an effect that mentions the State should only be applied in a 4-player game, where the State is controlled by a player. If an effect is shown without the State player symbol in front of it, it is applied in all player counts. If, however, the State symbol is included (which is usually shown near the bottom of the card), that part of the effect is only applied in 4-player games, by the player playing the State.

## Additional Clarifications

**Changing Policies:** When a policy is shown with an arrow next to it, move its Policy marker, if able, to the next section in that direction. If a player had already Proposed a Bill for that policy, their marker is removed, and they get 1 Influence.

**No Elections:** When an effect states that there will be no elections, you cannot propose any Bills during the round, and the Elections Phase is skipped that round as well. If there were any Bills proposed before the effect was triggered, discard them and give players 1 Influence for each of their discarded Bill markers.

**Player Count:** The symbol 👤 indicates number of players. When shown, any effect afterward applies only in games with the corresponding number of players.

*Example:*

*It is the second round in a 4-player game, and the Historical Event that was revealed was "Baby Boom". In order for its effect to be activated, Policy 2 needs to be in either 2A or 2B, and there need to be at least 3 operational Health Companies.*

*Lisa plays the Working Class and wants to trigger the Historical Event. While there are 3 Healthcare Companies in the game, only 2 of them are operational. Thus, she uses her Basic Action to Assign Workers to that third Company and make it operational as well. With her Free Action, she triggers the Historical Event, and as a result, both she and Jack (the Middle Class player) each get 3 unskilled Workers in the Unemployed Workers Area and 1 Prosperity.*

# HISTORICAL EVENTS

## RULEBOOK