

Weimar

A game by Matthias Cramer for 4 players

Contents

- 1.0 Introduction
- 2.0 Game Components
- 3.0 Set Up
- 4.0 General Concepts & Terms
- 5.0 Sequence of Play
- 6.0 Special Rules
- 7.0 Victory Conditions
- 8.0 Glossary of Tiles and Markers

1.0 INTRODUCTION

Berlin, November 9, 1918: The armistice has not been signed yet by the Reich, but in the German capital the air is full of tension.

Workers are planning to strike in large numbers despite that fact that the city is packed with troops – will they even survive the day?

A few hours later, at 2 pm, Philipp Scheidemann of the Social Democrats (SPD) proclaims the Republic. The first German democracy is born.

The so-called Weimar Republic derived its name from the city of Weimar, where its constituent assembly took place. It lasted till early 1933 when the Nazis, together with the DNVP, took power.

From 1918 to 1923, the Weimar Republic suffered grave problems, such as hyperinflation, political extremism, attempted power seizures and the relationships with the World War I winning powers.

From 1924 to 1929 the Weimar Republic managed to restore monetary and political stability and the Republic enjoyed relative Prosperity.

However, the global economic Crisis of late 1929 hit the young Republic especially hard. The coalition Government collapsed and high unemployment led to the collapse of the coalition Government and from March 1930 various chancellors ruled through emergency powers granted by Reichspräsident von Hindenburg. This period ended with Hitler being appointed as Chancellor on 30 January 1933.

Weimar is a 4-player-game and features the major players in the political spectrum of the new republic. Each player takes control of a major German Party of the time. The Social Democrats and the Conservatives are trying to defend the infant democracy. Communists and

Nationalists have different ideas – they intent to overthrow the Government and to install their own regime.

Weimar contains two major areas. In public opinion, the parties are fighting to influence the important political Issues like the Economy, media impact or Foreign Affairs. At the same time, they try to take control of the streets in the major German cities by demonstrations, street fights and paramilitary groups.

Cards may be played for the event, for the public opinion, or for street actions. In each of the six Game Rounds a Party plays one Agenda that defines its strategy for the round.

Each Party has a different goal: While the democratic parties are trying to stabilize the state, the non-democratic parties try to topple the republic.

You are in charge: Will the Weimar Republic survive? Or will Germany fall into Nazi hands? Or will you establish the Union of Socialist German Republics?

In addition to the full campaign game, *Weimar* includes three shorter scenarios that focus on the early, middle, and late republic.

Weimar belongs to the card driven game (CDG) genre and has been authored by award-winning designer Matthias Cramer.

2.0 GAME COMPONENTS

Each *Weimar* copy contains:

- 1 Game Board
- 4 Player Mats (KPD, SPD, Zentrum, DNVP)
- 1 Reichswehr/Police Mat
- 48 Threat markers
- 23 Issue markers
- 10 yellow Society tiles
- 21 white Society tiles
- 130 Party Bases (30 each in 4 player colors; 10 brown)
- 9 Flag markers (3 France, 3 GB/USA, 3 USSR)
- 37 Unit markers
- 3 Minor Party Cards (USPD, DDP, DVP)
- 22 KPD Party cards
- 22 SPD Party cards
- 22 Zentrum Party cards
- 22 DNVP Party cards
- 16 Agenda cards (4 each for the 4 Factions)
- 6 Game Round cards
- 7 Foreign Affairs cards
- 48 Timeline cards
- 1 Stresemann card
- 1 Reichspräsident card
- 4 possible Reichspräsident markers (Thälmann, Braun, Marx, Hindenburg)
- 1 Economy marker
- 1 Foreign Affairs marker

- 2 Government markers
- 1 Game Round marker
- 1 NSDAP marker
- 1 Chancellor marker
- 55 Victory Point markers (15 each of value 1, 3, and 5; 10 of value 10)
- 5 Dice
- 4 Play Aids
- 1 Rulebook
- 1 Playbook

COMPONENTS NEED TO BE CHECKED

2.1. The Game Board

The *Weimar* Game Board is divided into several areas. In the right corner the players list their *Reserve* – each Party may save up to 2 points here.

On the top left side is the *Game Round Track*; *Weimar* consists of up to 6 Game Rounds, divided into 3 Eras of 2 Rounds each.

11 major German cities are depicted on the Game Board. Each city has 2-5 spaces to place Party Bases. Units and Threats are placed directly on the city space. There are also 6 Deutsches Reich-spaces for Threats that affect the complete country. There is a space for the German *Reichspräsident* to the right of the Deutsches Reich box. The current Reichspräsident, at the start Ebert, is placed here.

Dissolved Units are placed into the box below the city of Breslau.

The *City Table* uses 2 dice and transfers Poverty and Prosperity markers to cities.

The *Reichstag* (German national parliament) on the right side of the board consists of 24 Seats for game play purposes – each Seat may be occupied by a Party disc.

In the left bottom area of the Game Board German *Society* is represented by a line of square tiles. These tiles enter the game mainly via card events.

The two rows below it guide players through the *Politics Phase*.

Public Opinion is handled on the right side below the *Reichstag*. There is a set of fixed *Issues* (e.g., the Economy) that may be placed on the cross-shaped *Opinion Track* that extends into 4 directions, one for each Party. The “0” starting slot has an enlarged second “outer” space for a better overview of active Issues starting here.

At the bottom of the *Weimar* Game Board there are various tracks for the German *Economy* and the resulting Poverty/Prosperity, *Foreign Affairs*, and the rise of the *NSDAP*. Foreign Affairs cards show the progress of Germany via various treaties and conferences in order to get out of international isolation and become a full member of the international community.

2.2 Threat Markers

There are various *Threats* to Germany represented by markers in the game. These markers are placed on cities and in the Deutsches Reich display and encompass: *Blockade*, *Inflation*, *Unrest*, *Poverty*, *KPD-Councils*, *DNVP-Regime-Tiles*, *Violent Peace*, *Instable State*, *Minority Cabinet*, and *Back Friday*.

2.3 Prosperity Markers

Prosperity is represented by markers in *Weimar*. These markers are placed on cities and are technically also Threat markers.

2.4 Issue Markers

Issues are Debated on the Opinion Track. They are color coded: *Permanent Issues* (orange, korrekte Farbe eintragen) and *Minor Parties* (blue, korrekte Farbe eintragen) are always

available. Issues in Party colors come into play via Party cards while Issues with numbers come into play via Timeline cards.

2.5 Society Tiles

These tiles represent German Society. White tiles are more generic while yellow tiles enter play via dedicated events.

2.6 The Minor Party Mats and the Reichswehr/Police Mat

Minor Parties have their own Party Mat that is handed to the player controlling the Party. Minor Parties provide the controlling player some Seats in the Reichstag and offer other advantages.

There are 3 Minor Parties in the game: the Independent Socialists (USPD), the Left Wing Liberals (DDP), and the Right Wing Liberals (DVP).

Reichswehr (the German military) and *Police* have their own combined mat. They are controlled by the current Government, so control may change during the game.

2.7 Player Components

Each player receives a mat of the Party there are representing – KPD (Communists), SPD (Social Democrats), Zentrum (Conservatives), or DNVP (Right-Wing Nationalists). A player may store their Units and Bases on the mat. It also contains a list of available actions. Each player receives a *Player Aid* which covers the phases of a Game Round and other useful information.

Players will place their 30 *Party Bases* into a space at a city or – as a Seat – into parliament.

Units may be placed by a player in a city. They have a strength of 1 or 2 dice.

Colored Units belong to a specific Party; white Units belong to the Government. The Reichswehr Units are white on the front, black on the reverse side. Control of these Units may switch between the Government and the DNVP.

Each player has their own *Party deck*. It is comprised of 12 basic cards and two sets of 5 Extension cards.

In addition, each player has four *Party Agenda* cards.

2.8 Game Round, Stresemann, Reichspräsident, Foreign Affairs and Timeline cards

Weimar includes a *Stresemann*, *Reichspräsident*, 6 *Game Round*, 7 *Foreign Affairs* and 48 *Timeline cards*. The Timeline cards are organized in 4 stacks in their banner color: white (always available), orange (rounds 1+2), green (rounds 3+4) and yellow (rounds 5+6).

2.9 Game Markers

The game contains a *Game Round* marker that tracks the current Game Round, a marker for the status of the Foreign Affairs and one showing the status of the Republic's *Economy*. All markers are used on the Game Board.

There are also Government marker for the player(s) forming the current German government. One of the four possible Reichspräsident markers may replace the current Reichspräsident when elected.

The players take the correct amount of victory point markers (coming in various denominations) when necessary.

3.0 SET UP

Note: In order to play the shorter scenarios please take a look at the Playbook.

- The Game Board is placed in the center of the table and the Game Round marker, the NSDAP marker and the Economy marker are put in their starting locations.
- Each player chooses a Party and takes the corresponding Party mat, all its Party Bases and all its Units.
- The SPD and the Zentrum form the first Government. The marker for the German Chancellor and the Reichswehr/Police mat are handed to the SPD player. All *white* Units are controlled by *both* players of the Government.
- Now the Minor Party mats are distributed in the following way:
 - The USPD is controlled by the KPD,
 - The DDP is controlled by the SPD,
 - The DVP is controlled by the Zentrum. Card A09 *Stresemann* is always handed to the owner of the DVP.
- Each Party mat tells the player which Units are available from the start of the game and which Units will enter the game when a certain card is played. Place available Units on the player's mat and leave the other ones beside the Game Board for later entry.
- All Police and 2 Reichswehr (one each of value 1 and 2) Units are placed on the respective mat.
- Now 3 Poverty Threat markers are placed. To determine the city, roll two dice, add the result, and consult the City Table on the Game Board. **Note:** Each Poverty marker moves to a different city; i.e., if you roll the same city, reroll.
- Place the Blockade and Inflation Threat markers each on a space of the Deutsches Reich display.
- Place one Unrest Threat marker in these cities: München, Berlin, Hamburg, and Essen.
- Now the players are placing their starting Bases – *no more than one per city* in the following order:
 - SPD, placing 6
 - Zentrum, placing 5
 - KPD, placing 4
 - DNVP, placing 3
- Place the following discs into the parliament: 7x SPD, 5x Zentrum, 3x DNVP, 3x KPD. They represent Seats.
- Each player places one of their discs on space "0" of the *Reserve*.
- München receives a Councils marker.
- Place all permanent Issues on the Game Board on their printed spaces. All other Issues are set aside until brought into play via a card.
- Each player now sorts their Party cards into three piles: their Base cards and the two Extension sets.
- The four Agenda cards per player are put on the corresponding space of the Player mat.
- Take the white and orange banner Timeline cards and shuffle them together. They are placed near the Game Board as a stack. The green and yellow Timeline cards are set aside.
- The Game Round cards A01-A06 are placed next to the Game Board as a stack, with A01 at the top. At the start of each Game Round one new card becomes active; i.e., the *Gesetz zum Schutz der Republik* is immediately active.

- Foreign Affairs cards A11-A16 are also placed next to the Game Board as a stack, with *Versailles* (A11) at the top, the other ones in sequence below. *These cards need to be processed in sequence.*
- The *Reichspräsident* card (A08) is set aside for now. When Ebert dies it moves to the successor of Ebert.

You are now ready to begin *Weimar*!

4.0 GENERAL CONCEPTS & TERMS

4.1 Cities and the City Table

Example: These spaces are used by the Party Bases. Leipzig on the left has 3 spaces. If all are occupied, a player has to first remove an opponent's Base (which counts as a "placement") before being allowed to place one of their own Bases.

The City Table is used to determine which city is "hit" by Poverty and Prosperity.
Yes, we do know that Prosperity is a good thing; it just works well in the context of the game...

Notes:

- A Poverty marker to be added to a city with a Prosperity marker removes the Prosperity marker and is not added.
- A Prosperity marker to be added to a city with a Poverty marker removes the Poverty marker and is not added.
- There may be only *one* Unrest, Poverty, or Prosperity marker per city. There can be a maximum of one Unrest marker per city. If the player would have to add a Poverty marker to a city that already has a Poverty marker, that Poverty is instead placed in the Deutsches Reich display. Here they may be a maximum of 2 Poverty markers. **Note:** If a player rolls for a city with a Poverty marker **and** there are already 2 Poverty markers in the Deutsches Reich display, nothing happens and the die roll does not have any effect.
- If the player would add a Prosperity marker to a city that already has a Prosperity marker, instead a Poverty marker from the Deutsches Reich display is removed (if possible).

4.2 Using the Dice

When using more than one die, the following system is used:

- **Always the *highest* die value counts.**
- **If a player rolls more than one 6, the result is increased by 1 for each additional 6 rolled. Example:** A player rolls three 6. Their result is 8.

4.3 Cards

There are several different types of cards in *Weimar*.

4.3.1 Party Cards

Each player has 22 Party cards. 12 of them are Standard cards, 5 each belong to two Extension sets. Normally, 3 Party cards are played each Game Round per player.

Card Title
Extension Set Identifier
Illustration
Large Value
Small Value
Event Text
Special Instructions
Card Letter and Number

4.3.2 Agenda Cards

Each player has 4 Party Agenda cards. In each round, a player may freely choose an Agenda card. The Agenda defines the Party strategy.

Card Title
Illustration
This Extension Party card set is shuffled into the Base set
Event Text

Note: Any Bases are immediately placed in cities chosen by the player; tiles are immediately placed as well.

4.3.3 Game Round Cards

Weimar comes with 6 Game Round cards, one per Game Round.

Card Title
Illustration
Event Text with two options
Special Instructions
Card Letter and Number

4.3.4 Foreign Affairs Cards

The 7 Foreign Affairs cards represent important conferences and treaties. Government usually intends to resolve such a card in order to further Germany's economic development.

Card Title
Illustration
Event Text
Card Letter and Number

4.3.5 Timeline cards

The Timeline cards show events that did happen or could have happened.

Card Title
Illustration
Large Circle Value
Small Circle Value
Event Text
Special Instructions
Card Letter and Number

4.3.6 Stresemann Card

The Stresemann card is in front of the player controlling the DVP. The card may be used to force a **reroll** of any roll done by any player. This also includes Crisis rolls or city rolls to place a marker (e.g., Poverty). The reroll always includes all dice.

Card Title
Illustration
Event Text
Special Instructions
Card Letter and Number

4.4 Crisis Rolls

Crisis die rolls are always done with 2 dice.

- The higher result always counts. However, all “1” and 2” results always take effect.
- **<symbol>**: The player loses 1 VP.
- **<symbol>**: The player removes 1 of their Seats from parliament.
- **<symbol>**: The player removes 1 of their Bases from a city of their choice.
- **<...>**: No effect.

4.5 Society Tiles

Society Tiles enter the game via events or Agenda cards. They are then placed in the top row on the board; *from left to right*. Newly entering tiles push tiles placed earlier to the right – and maybe also off the track. A tile pushed off the track is returned to the supply.

There are always several tiles per Society “group” among the while tiles. Here the player may select which tile they take and place.

Tiles pushed off the track may be selected later again.

Example: *Leiste des Spielbretts komplett befüllt zeigen mit einigen Tiles. Dazu vom Tile ganz rechts ein Pfeil heraus; ganz links darüber ein neues Tile anzeigen und Pfeil auf das Feld ganz links.*

4.6 Units

Each faction has its own Units. In addition, the Government may use additional Units, see 6.2.

Note: The Zentrum may always mobilize Police Units, even if not belonging to the Government. **Note:** *At the local and regional level the Zentrum often led the administration.*

A player mobilizes a Unit by taking it from their Player mat or from another city.

If you are part of the Government, all white units are your “own” units. However, a player may not move units of a coalition partner.

Passt noch nicht – neu denken!

4.7 Threats

* Poverty and Prosperity markers are always placed using the City Table.

* Unrest markers placed by actions are always placed in the city where the action takes place.

Unrest placed by cards uses the City Table unless the card says differently.

4.8 The Reserve

The players may each “bunker” up to 2 points in the Reserve on the Game Board. Points in the Reserve are only “lost” when used for Debates, actions or reactions (most useful!).

4.9 Breaking a Tie

The Chancellor may break *all ties* in the game according to his intentions.

5.0 SEQUENCE OF PLAY

Weimar is played over 6 Game Rounds. **Note:** The game may end with a “sudden death victory” when the KPD or DNVP fulfill their special victory condition, or the Republic fails due to 6 active Threats in the Deutsches Reich display, see 7.0.

Each Game Round is divided into the following phases.

- Game Round Card Phase
- Agenda Phase
- Action Phase
- Politics Phase

5.1 Game Round Card Phase

In the first Game Round the *Gesetz zum Schutz der Republik* card is active. In all other rounds the top Game Round card from the stack is turned over, becoming active.

These cards have a corresponding Issue marker that is placed on the zero (0) space of the Opinion Track. The Issue is resolved normally during 5.4.1

- **Round 3:** Remove all *orange* cards from the event deck. Add all *green* cards to the event deck and shuffle the deck.
- **Round 5:** Remove all *green* cards from the event deck. Add all *yellow* cards to the event deck and shuffle the deck.

5.2 Agenda Phase

First, each player receives 2 Timeline cards from the stack of Timeline cards and may take a look at them.

Now each player selects any one of their own 4 Agenda cards. The selected Agenda card is placed on the Player mat, facedown. The other 3 cards are placed aside, facedown. **Note:** In each Game Round a player may choose from among all 4 cards. They will never leave the game.

Some Agenda cards bring in an Extension card set. In this case, the player takes the Extension cards, any cards left in their Party stack, and all discarded cards and shuffles them.

Now the players flip their Agenda cards, place any Issues, and take any bonuses (the Chancellor always begins).

Each player draws the top 3 Party cards. **Note:** Some Agenda cards allow drawing a fourth card. Together with the 2 Timeline cards each player has a hand of 5-6 cards in total at this time.

Illustration einfügen: Agenda-Karte *Revolution Now* der KPD; Kreis um den entsprechenden Teil

5.3 Action Phase

In the action phase, players use all of their cards for Events, Debates, or Actions in a city on the Game Board.

When it is their turn, a player plays one of their cards. This is called an *Impulse*. A player may not pass.

Start player

First, the start player is determined. If the *Reparations* Issue was won by a player in the last round, that player will start the Action Phase. Otherwise, the Chancellor will select the start player.

Additional cards

Some Agenda cards allow the player to draw an additional card and play it at the start of the Action Phase. If there are two or more Agenda cards of that kind, go from the start player clockwise. After that, the start player opens the Action Phase.

Each player in clockwise order plays conducts an Impulse and plays a *single* card from their hand. Each player has the choice of using the card to *Debate*, for *Actions* or for the *Event*. There are some exceptions and special cases:

Illustration DNVP-Karte *Oskar Hergt*

Text: *Reaction cards* (Politicians) may be used to interrupt standard game play. If more than one player would be able to play a Reaction card, turn-order is used. Only the first player in turn-order may play their Reaction card. Follow the Reaction card text in detail.

The player of the Reaction card draws a replacement afterwards.

 <p>3 Wahltag Election FOR ALL PLAYERS: Each City with [icon]: 5 Seats [icon] 8 Seats [icon]</p>	<p>Timeline cards (value in orange circle) may be used to Debate or for actions; their Event is <i>always</i> conducted – this is mandatory!</p> <p>The player may choose taking the Event or the Debate/Action first.</p>
 <p>1 Treaty of Rapallo Foreign Affairs 1+ [icon] 4+ [icon]</p>	<p>Foreign Affairs cards (Event in red box) will be placed besides the other Foreign Affairs cards. Their Event is not immediately conducted but may be taken as a Foreign Affairs action by the Government later.</p> <p>There are 2 Foreign Affairs cards among the Timeline cards: <i>Treaty of Rapallo</i> and <i>Germany in the League of Nations</i>.</p>
 <p>4 Stinnes-Legien Agreement Issue - 1st/2nd Impulse - Starts on "2" Place [icon] "Stinnes-Legien" Remove the issue from the game.</p>	<p>Issue cards (green and red box) The Event may be only played in the first two player turns in an Action Round. The player takes the Issue token and places it on their "2" space. Now the Issue may be moved in each following Debate.</p> <p>When the Issue is resolved, the winning player decides whether to use the green or red section of the Event.</p>
 <p>Gezetz zum Schutz der Republik Place the [icon] "Protection of the Republic" Remove 1 [icon] Remove the issue from the game.</p>	<p>Round cards are played automatically at the beginning of a round for their Event. They do not have a "value". The first 4 Game Round cards are also Issue cards, entering their Issue token on the "0" space of the track.</p>

The Action Phase ends when all players have played all their cards.

5.3.1 Using the Event

The player reads the event text and implements it. If the player can only implement a part of the text, they do so to the fullest extent they are able to.

Note: Some cards are removed from the game after their usage. This is stated at the bottom of the card.

Einfügen hier: Zentrum-Karte Garde Kavallerie Schützen

5.3.2 Debating

The player uses *both* the large and the small value to Debate. Each value is used to move *exactly one Issue* on the Game Board. The player may add points from his Reserve to one or both values.

It is not allowed to combine the two values to move a single Issue or to split the values in any other way. It is not allowed to move a third Issue with points from the Reserve only.

You may move an Issue *only orthogonally*, not diagonally.

Note: A player may only move an Issue in their own direction; never to another one!

Issues still on the green “0” space can be moved in the grid as if they are in the green field in the middle.

Einfügen hier: SPD-Karte Pact with the old powers, dazu Opinion Track mit einigen Issues. Dolchstoß liegt auf DNVP “2”; Media auf “0”. Media mit Pfeil auf SPD “2” versetzen; Dolchstoß mit Pfeil auf SPD “1” versetzen

5.3.3 Actions

A player using the card for Actions uses *only* the large circle value. The points, depending on cost, may be divided among more than one Action. The player may add points from the Reserve to this Action points.

Einfügen hier: KPD-Karte Occupation of the Vorwärts, Kreis um die 3 im großen Kreis

Text: The KPD player mobilizes one Unit (cost of 1) at Frankfurt. In addition, they increase their points in the Reserve from 0 to 2.

Important! All Actions must take place in *one* city (plus the Reserve).

Actions and Reaction

The two leftmost Actions on each Player mat are dealing with the possibility to place own Bases in a city (*Demonstration*) or take power there (*Coup, Counter Coup*). These Actions are subject to a Reaction, with the other players given an opportunity to react one by one in a clockwise order from the player taking the Action, until a player decides to react or all other players have declined. Only players that have a Base in the city and at least 1 point in the Reserve to pay the Reaction cost are eligible to react. There may only be one Reaction following an action.

Dice rolling

Most Actions and Reactions require a dice roll. In general, all dice are rolled, with the *highest* result used to determine the outcome of the Action. If there is more than one “6” rolled, +1 is taken for each additional “6”, so the result may be 7 or more. The symbols on a player’s Party mat show the requirements for receiving dice and bonuses above the “die” and “+1”:

	The player receives a die for this Action. A player cannot receive more than 5 dice for an Action.
+1	+1 is added to the result of the highest die. Results of 7 or more are possible.

 1 + 1 per unit +1  	Take a die plus 1 additional die per own Unit in the city. Spending 2 additional Action points provides a +1 bonus on the result. A player may not spend more action points to increase the bonus further.
 + own units - opponent units + Unrest +1   	Take a die for each Unit that you have <i>more</i> than your opponent. Add another die if there is Unrest in the city. Get a +1 bonus on the result for 2 additional Action points and/or if there is Poverty in the city.

Einfügen hier, SPD Player Mat – Demo-Bereich mit Kreisen

Example: *The SPD player would like to do a Demonstration. They have 3 points. The Demonstration only costs 1 point and allows for 3 dice. However, the SPD player uses the other 2 points to buy a +1 on all die rolls. They roll a 3, 6, 6 – this results in a 7.*

5.3.3.1 Mobilization

When mobilizing, the player may conduct these actions:

- Move or place one of their Units. This costs 1 point.
- Put 1 or 2 points in the Reserve. The Reserve can store 2 points at maximum.
- Flip a Reichswehr Unit. This may only be done by the DNVP (2 points for flipping it to the black side) and the Government (Zentrum: 2 points, SPD: 3 points, for flipping it to the white side).

5.3.3.2 Demonstrations

This action brings a player mainly new Bases in a city. **It may only be conducted once per impulse.**

The player using this Action consults their Party mat and immediately implements the result.

Note: The various parties are using different names for this action for “flavor” – please consult the Party mats.

Also note: The KPD player may place a *Riot* when scoring a 7+. If there is already a *Riot* in that city, the *Riot* is replaced by a *Council*.

5.3.3.3 Coups/Counter Coup

This action may change the city’s status. **It may only be conducted once per impulse.**

The player using this Action consults their Party mat and immediately implements the result.

Note: A successful *Coup* may result in a decrease of the Economy if it violates the maximum number of Councils/Regimes.

Note. A *Counter Coup* may only be conducted by a Government faction and if there is a Council Republic or a Regime in the city.

Einfügen hier, Zentrum Player Mat – Counter-Coup-Bereich mit Kreisen

Example: *The Zentrum player intends to do a Counter Coup against the Council in München. This costs 4 points. They only have 3 but take the fourth one from the Reserve. They have 3 units in the city but the KPD player as 1 as well. Therefore they roll 2 dice, resulting in a 2 and a 4 – not enough to remove the Council.*

5.3.3.4 Reactions

Players may react to an Action of another player *before* it is conducted. It is allowed to react to a *Fight* by Police/Reichswehr.

The players consult their Player mat and immediately implement the result. When an Action refers to the “opponent”, this is always the player conducting the Action.

Note: The various parties are using different names for this action for “flavor” – please consult the Party mats.

Einfügen hier, DNVP Player Mat – Reaction-Bereich mit Kreisen

Example: *The SPD player wants to remove the DNVP regime in Breslau. Before they can do so, the DNVP player spends 1 point from the Reserve and performs a Reaction. They have 1 unit in the city and may roll 2 dice. They roll a 2 and a 5. All SPD rolls will be reduced by -1.*

5.3.3.5 Fight

This Action can only be conducted by Police or Reichswehr and is limited to Government factions.

The player using this Action consults their Party mat and immediately implements the result. Dissolved Units are placed in the *Dissolved Units* box.

Einfügen hier, SPD Player Mat – Fight-Bereich mit Kreisen

Example: *The SPD player does a Fight against DNVP units in Breslau. They spend 2 points. They have three Police units in Breslau; the DNVP has 2 units. Therefore they roll $1 + 3 - 2 = 2$ dice, resulting in a 4 and a 5. One DNVP units moved to the Dissolved Units box.*

5.3.3.6. Foreign Affairs

Foreign Affairs work like any other action. A Foreign Affairs action may be initiated by spending 2 points during an Impulse of the Action Phase, or winning the *Foreign Affairs* Issue, or controlling the DDP in the Politics Phase (see 5.4.2).

Note: Only a Government faction is eligible to conduct a Foreign Affairs action.

Most Foreign Affairs cards (A10-A16) are in the stack besides the Game Board and have to be conducted in their order. The Foreign Affairs track represents the progress with treaties and negotiations. *They mainly deal with reparations resulting from World War I.* The exceptions are the *Treaty of Rapallo* (A33) and *Germany in the League of Nations* (A68).

Procedure: First, the player has to determine the number of available dice. In addition to the “standard” die, all Foreign Affairs cards grant 1 die for each flag of a corresponding nation. In addition, in certain rounds, a die roll modifier of +1 is added to the result.

If the Foreign Affairs action is unsuccessful, only the effects under “Always” apply and the card stays in the game, available for any future attempts.

Some cards have effects that are used each time while others are used only in case of a success.

Einfügen hier Karte A11 (Versailles)

Example: *In the first round's Issue phase, the Zentrum has won the Foreign Affairs Issue, putting a French flag into the box and attempting to negotiate the Treaty of Versailles. They receive 2 dice: the standard one and one for the French flag. The roll is a 3+2, which is a miss since they do not achieve the necessary 4. The effects below “Always:” are applied, so the DNVP places 2 Bases and receives a Seat in parliament. A Gewaltfrieden and another Blockade Threat marker are also placed in the Deutsches Reich display. The Gewaltfrieden effect would also apply in case of a success, however, then in addition to the 2 VPs for the Zentrum, the removal of the already existing Blockade marker and the advancement of the Foreign Affairs marker. Both Government factions would have to do a Crisis roll.*

5.4 Politics Phase

Several different steps will be conducted in this final phase of a Game Round in this order.

5.4.1 Issues

All Issues on the *Opinion Track* are scored. The player who has won the *most* Issues claims 3 Seats in the Reichstag, the player who has won the *second most* Issues claims 1 Seat. The players immediately move discs to the Reichstag.

In case of a tie, the Chancellor decides and breaks ties.

Now the individual Issues that were claimed by the players are resolved. All Issues on the “0” space are *not* claimed and are returned to their spaces on the Game Board or off-board. Issues are resolved according to their position on the Game Board, beginning in the left column, going from top to bottom, then continuing with the next column etc. Issues with a red and a green area on the Play Aid allow the player to choose one of those two options.

- **Economy:** The marker on the *Economy Track* on the Game Board is moved 1 space to the right (if possible). In addition, a *Prosperity* marker is placed using the City Table. *Alternatively* the player may place 2 Bases in any cities.
- **Media:** The player places any *white* Society tile.
- **Security:** The player removes any 1 Unrest marker and dissolves any 1 Unit from the Game Board, moving it from a city or Player mat to the Dissolved Units box. *Alternatively* the player may return any 1 dissolved Unit or mobilize any one Unit.
- **Foreign Policy:** The player takes any 1 flag (there are flags for Great Britain/USA, France, and the Soviet Union) and places it into the Foreign Affairs box on the Game Board. The number of flags is limited to 3 per country. In addition, the player may resolve any 1 open Foreign Affairs card. *Alternatively* the player may take 1 victory point. **Note:** A Party *not* forming the Government **has to** take the victory point.
- **Poverty:** The player removes any 1 Poverty marker from the Game Board (including the *Deutsches Reich* space). *Alternatively* the player may take 1 Seat in the Reichstag.
- **Reparations:** The player may draw 1 additional card in the next Game Round. **Designer’s Note:** The influence of German parties on reparations is very limited. This Issue reflects their influence on public opinion.
- **Dolchstoß:** The DNVP player receives 1 Seat in the Reichstag plus 2 Bases. *Alternatively* the player has to remove 1 of their own Bases. **Minor Party:** The player decides which player receives the Minor Party in question – however, only the large parties listed on the Minor Party mat may receive it. The Minor Party mat is handed to that player.

Issues introduced by cards: The red and green options may be found on the corresponding card. All Issues introduced by game turn cards or other cards are removed at the end of the game round – even if they ended in the “0” space of the Opinion Track and were not resolved.

5.4.2 Society

Now all *Society tiles* that are on the Game Board are resolved, from left to right.

- **Tiles #1:** Most of the time the player receives a Base, a Seat, or victory points as noted on the tile.

Bases, Unrest, and Units are placed in cities selected by the player. Some Society tiles provide a permanent bonus; e.g. the *USPD* Minor Party.

- **Tiles #2:** Look at the second row (“Parties”) on the Game Board. Note that flipped Regimes and Councils are not taken into account (e.g., the KPD receives 2 victory points if all Regimes are flipped due to the DNVP being in the Government).
 - **KPD:** 2 victory points per Council Republic plus another 2 victory points if there is no Regime on the board.
 - **SPD:** 2 victory points if there are a maximum of 2 Poverty markers on the board (including Deutsches Reich spaces) plus another 2 victory points if there is no Regime on the board.
 - **Zentrum:** 2 victory points if there are a maximum of 2 Unrest markers on the board plus another 2 victory points if there is no Council Republic on the board.
 - **DNVP:** 2 victory points per Regime on the board plus another 2 victory points if there is no Council Republic on the board.
 - The “owner” of the USPD increases their points in the Reserve by 1 (if possible). The “owner” of the DDP may remove 1 of their Bases to do a die roll on the face up Foreign Affairs card.
 - The “owner” of the DVP receives the Stresemann card and turns it to its active side.

- **Tiles #3:** Look at the third line (“Government”) on the Game Board:
 - **Economy:** According to the Economy Track *Poverty* or *Prosperity* markers are added to the Game Board. For each marker the City Table is consulted.
 - **Government declaration:** The parties forming the Government receive 1 victory point for each city without any *Threat*. Each Prosperity marker neutralizes one Threat. **Note:** The two parties forming the Government have to split the victory points evenly. The Party providing the Chancellor receives any odd victory point.
 - **Failure:** The two Government parties lose 1 Seat each for each city with 2 or more Threats. Each Prosperity marker neutralizes one Threat.
 - **Threats:** For each Threat but the first one on the Deutsches Reich display both Government parties have to do 1 *Crisis roll* each.
Example: *There are 3 Threats in the Deutsches Reich display. The 2 Government parties (SPD and Zentrum) have to do 2 Crisis Rolls each.*
 - **Stabilization:** 1 *Gewaltfrieden* and 1 *Unstable State* marker are removed from the Deutsches Reich display (if possible).

5.4.3 Parliament

The Minor Parties provide their owners Seats in the Reichstag – see the respective Minor Party mats.

If there are *now* more than 24 Seats in total in parliament, the number is reduced.

A Party having 10+ Seats must remove 3 Seats, a Party that has 7+ Seats must remove 2, and a Party that has 4+ Seats must remove 1. This is done simultaneously.

If there are now still more than 24 Seats in parliament, repeat this step until there are at most 24 Seats.

5.4.4 Government

First, if either the KPD or DNVP *alone* have 50% of parliament Seats at this time, they win the game instantly.

Otherwise, a new Government is formed. This is done by checking the list of priorities from top to bottom and using the first option that allows the formation of a Government.

General rule: Forming a Government requires *at least 50 %* of the Seats in parliament. This is a majority Government.

However, a minority Government (“Präsidentkabinett”) with fewer than 50% of the Seats in parliament, is also possible, see below.

In this case the Minority Cabinet Threat is placed in the Deutsches Reich display. It will only be removed by installing a majority Government later.

When selecting a coalition partner, only a *neighboring Party on the Opinion Track* may be selected – see the parliament on the Game Board. Of course, the potential coalition partner has to agree on forming the Government. They may say “no”.

As usual, any ties are resolved by the Chancellor; this means that in the case of a tie the Chancellor may select the order in which parties may try to form a coalition Government.

List of priorities:

1. The largest faction forms a majority Government on its own. It may decline. Repeat this for any other factions of the same size in case of a tie.
2. The largest faction asks a coalition partner to form a majority Government. If the SPD or Zentrum is the largest faction, this may be repeated (if the first faction declines to form the Government). - Repeat this for any other factions of the same size in case of a tie.
3. The other factions (i.e., the non-majority factions) select a coalition partner to form a majority Government in descending (Seats) order.
4. The largest faction asks a coalition partner to form a minority Government. Repeat this for any other factions in order of their faction size.
5. If a Government has still not been formed, the SPD and Zentrum must form a minority coalition.

See also 6.2.

5.4.5 Versailles

This is a most important step at the beginning of the Weimar Republic. The young democracy had to sign the treaty.

If the Government does not sign the *Treaty of Versailles*, another Blockade Threat marker is added to the Deutsches Reich display at the very end of the Game Round – up to 3 times.

Now the victory conditions are checked – see 7.0.

6.0 SPECIAL RULES

There are a few special rules in *Weimar*.

6.1 Timeline Cards

Important: When an orange Timeline card is played *both* the points’ value *and* the event are conducted!

Check tatsächliche Farbgebung

- Cards #A01-A16 are cards that are placed next to the Game Board during setup.
- Cards #A21-A40 (with a white stripe at the top) always stay in the stack. Cards #A21-29 are *not* removed from the game after the event has been resolved.
- Cards #A51-A58 (with an orange stripe at the top) enter the game in round 1; they are removed in round 3.
- Cards #A61-A70 (with a green stripe at the top) enter the game in round 3; they are removed in round 5.
- Cards #A71-A80 (with a yellow stripe at the top) enter the game in round 5.

6.2 Government and the control of White Units

The Government *always* includes a Party supporting the Republic (SPD and/or Zentrum), otherwise the game ends. Therefore, the Government is always defending the republic in a Coup Action. KPD and DNVP cannot form a new Council or Regime while in the Government.

All existing Councils are flipped when the KPD joins the Government - so they will not score for the KPD in the next round.

The SPD and/or Zentrum may use a Counter Coup Action to remove a Council or Regime.

All white Units are controlled by the Government factions. This may include KPD and DNVP. However, this control is limited - Reichswehr and Police may *not* be used to “defend” a Council or Regime.

6.3 Advance Game Round Marker

If this is not the final Game Round of the game and the KPD or DNVP have not achieved a *sudden death* victory, advance the Game Round Marker one space.

6.4 Young Plan

Card A06 is somewhat trickier. Here is a brief explanation:

Each player counts their Bases and adds the result of 1 die roll. A player may remove a Seat from Parliament to reroll once.

Afterwards each player, in turn order, votes “yes” or “no” to the plan. The majority of votes decides if the Young Plan is accepted or rejected.

- **If the plan is accepted**, the Government has 3 instead of 2 dice for all Crisis rolls in this game round.
- **If the plan is rejected**, all active Foreign Affairs cards are removed and both an Unstable State and a Gewaltfrieden Threat marker are added to the Deutsches Reich display

6.5 Election of the Reichspräsident

If card A63 *Friedrich Ebert dies* is played, a new Reichspräsident has to be elected.

There are four candidates, one for each party: Braun (SPD), Hindenburg (DNVP), Marx (Zentrum), and Thälmann (KPD). The election is done in two rounds of voting.

Procedure:

In the first round, each player counts their Bases and adds the result of 1 die roll. A player may remove a Seat from Parliament to reroll once.

Afterwards, the two candidates with the highest results are moving forward to the second round of voting. In case of a tie, the Chancellor determines the winner(s).

The second round is conducted like the first one. However, the two unsuccessful parties of the first round have to support one of the remaining candidates with all their votes.

The winner of the second round of voting becomes the new Reichpräsident and takes corresponding card A08.

The *Reichpräsident* has the following power: After choosing to play a card for its Event or Actions, it may be also used to Debate. This is also possible with a Timeline card.

6.6. The Inflation

There are 3 Inflation Threat markers in the game.

Two options allow the introduction of the *Rentenmark* (which ends inflation): A Game Round card and card Z12 (*Hyperinflation*).

When the *Rentenmark* has been introduced, all Inflation markers are removed from the game. If a new Inflation marker is supposed to get placed, this is ignored. Instead, the player rolls for a Poverty marker on the City Table.

6.7 The NSDAP

Whenever an event triggers the placement of a base on the NSDAP track, that player has to place one of their discs on the track, starting on the leftmost empty spot.

If the spot lists “2 Seats” or “3 Seats” that amount of NSDAP discs are placed into the Reichstag.

Unrest is placed using the City Table. *Instability* markers are placed in the Deutsches Reich display.

See also 7.0 below for the game’s end with or without a takeover by the NSDAP.

7.0 VICTORY CONDITIONS

There are several ways to win a game of *Weimar*.

If the game is played over the full 6 Game Rounds (meaning that the Weimar Republic “survives”), the player with the most victory points is the winner.

Note: During the game, each player keeps their victory points hidden from the other players. The **DNVP** wins the game instantly (“sudden death”) when at the end of a Game Round there are either:

- 4 or more Regimes on the game board, or
- they have at least 50% of the Seats in the Reichstag at the *Government* phase, or
- there is a Regime in Berlin and at least 2 other cities.

The **KPD** wins the game when at the end of a Game Round there are either:

- 4 or more Council Republics in the game, or
- they have at least 50% of the Seats in the Reichstag at the *Government* phase, or
- there is a Council Republic in Berlin and at least 2 other cities.

When at the end of a Game Round there are 6 Threats in the Deutsches Reich display, there is *Anarchy* and the game ends.

The players now add up their victory points, however, all parties forming the Government **deduct 8 points** from their total.

If the NSDAP ever reaches the rightmost space on its track, the Nazis have taken power. The players now add up their victory points, however, **all parties deduct 5 points** from their total *for each* of their markers on the NSDAP track.

8.0 Glossary of Tiles and Markers

8.1 Issues

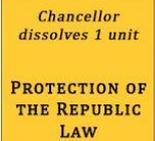
 <p>1 Economy</p>	<p>Economy [1] Move the Economy marker 1 space to the right and add a Prosperity marker using the City Table. [2] Take 2 Bases.</p>
 <p>1 Media</p>	<p>Media [1] Place a white Society tile onto the Society Track.</p>
 <p>1 Security</p>	<p>Economy [1] Place 1 Unit from a city to the Dissolved Units box (not Reichswehr or Police). Remove 1 Unrest. [2] Deploy 1 Unit from the Dissolved Units box to any city.</p>
 <p>1 For. Affairs</p>	<p>Foreign Affairs [1] Place a flag into the Foreign Affairs box. You may negotiate an active Foreign Affairs card afterwards. [2] Take 1 victory point.</p>
 <p>Poverty</p>	<p>Poverty [1] Remove any 1 Poverty marker. [2] Take 1 Seat in parliament.</p>
 <p>Reparations</p>	<p>Reparations [1] Draw a Party card for next Game Round. You will start the next Action Phase.</p>
 <p>Stab-in-the-back Legend</p>	<p>Economy [1] The DNVP receives 2 Bases and a Seat in parliament. [2] Remove 1 of your Bases (to avoid the first option).</p>
 <p>DDP</p>	<p>Minor Parties (USPD, DDP and DVP) [1] Decide who will control the Minor Party among the available options for each Party.</p>

8.2 Threats

 <p>Poverty</p>	<p>Note that flipped Regimes and Councils are not taken into account (e.g., the KPD receives 2 victory points if all Regimes are flipped due to the DNVP being part of the Government).</p>
 <p>Prosperity</p>	<p>Prosperity (11) Prosperity is added by rolling 2 dice and using the City Table. A Prosperity marker to be added to a city with a Poverty marker removes the Poverty marker and is not added. If the player would add a Prosperity marker to a city that already has a Prosperity marker, instead a Poverty marker from the Deutsches Reich display is removed (if possible).</p>
 <p>Unrest</p>	<p>Unrest (11) Unrest is added to a city where the action creating the Unrest is taking place. There is a limit of 1 Unrest per city. Unrest is never placed in the Deutsches Reich display.</p>
 <p>Inflation</p>	<p>Inflation (3) Inflation can be added via card effects only. There is a limit of 3 Inflation markers in the Deutsches Reich display. Inflation is removed by Rentenmark (A02) or Hyperinflation (Z12). After one of these effects, ignore all future addition of Inflation markers. Effects that require an Inflation marker cannot be used anymore.</p>
 <p>Violent peace</p>	<p>Gewaltfrieden (2) Gewaltfrieden can be added via card effects only (mainly via Foreign Affairs cards). There is a limit of 2 Gewaltfrieden markers in the Deutsches Reich display. One Gewaltfrieden is removed in the Stabilization step of each round.</p>
 <p>Instable State</p>	<p>Unstable State (2) Unstable State can be added via card effects or successful Coups or Counter Coups in the Action Phase. There is a limit of 2 Unstable State markers in the Deutsches Reich display. One Unstable State is removed in the Stabilization step of each round.</p>
 <p>Blockade</p>	<p>Blockade (3) Blockade is in the game at the beginning, reflecting the British sea blockade from World War I. It can be removed by signing the Treaty of Versailles. More Blockade markers are added if the Treaty is not signed.</p>
 <p>Minority Cabinet</p>	<p>Minority Cabinet (1) Minority Cabinet comes into play when a Government is formed that has less than half of the Seats in Parliament. It is removed when a Government comes into office that has the majority.</p>
 <p>Black Friday</p>	<p>Black Friday (2) Black Friday can be added via card effects only. It cannot be removed.</p>
 <p>Regime</p>	<p>Regime (4) A Regime is placed in a city by a successful DNVP coup. This removes any Councils or Uprising in that city and creates an Unstable State in the Deutsches Reich display. Regimes can be removed by Coups or Counter Coups of other parties. When the DNVP enters the Government, all Regime markers are flipped as a reminder that Regimes do not count for scoring.</p>

	<p>Councils (4) A Council is placed in a city by a successful KPD coup. This removes any Regimes in that city and creates an Unstable State in the Deutsches Reich display. Councils can be removed by Coups or Counter Coups of other parties. When the KPD enters the Government, all Councils markers are flipped as a reminder that Councils do not count for scoring.</p>
	<p>Uprising (4) Uprising is added to a city upon a successful Demonstration. If there is already an Uprising marker in that city, it is replaced by a Council. This is possible while the KPD is in the Government.</p>

8.3 Society Tiles

	<p>Unemployment Insurance Place the Poverty Issue on the SPD (3) space for next game round.</p>
	<p>Labor Welfare SPD receives a Seat in Parliament and removes a Seat from Zentrum or DNVP.</p>
	<p>Swim Trunks Remove a SPD Seat from Parliament.</p>
	<p>Red Flag KPD may remove 1 of their Bases to place an Uprising marker in a city without any Regime, Council or Uprising.</p>
	<p>Armored Cruiser Zentrum receives a Seat in Parliament and removes a Seat from SPD or KPD.</p>
	<p>Revolution! KPD may take a Unit from the Dissolved Units box and place it in any city.</p>
	<p>Protection of the Republic Law The Chancellor places a Unit (not Reichswehr or Police) from a city into the Dissolved Units box.</p>
	<p>Stinnes-Legien Agreement The SPD receives a Seat in Parliament and a Base. The Zentrum receives a Base.</p>

  <p>Thule</p>	<p>Thule Place the Dolchstoß Issue on the DNVP (1) space for nextgame round.</p>
 <p>has all advantages of </p> <p>USPD</p>	<p>USPD The USPD is removed from the game. The SPD has all benefits of the USPD in the future.</p>

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