

#### Errata – Cards

##### ★ A63 (Friedrich Ebert Dies)

The card's statement "+1 die per own party base" is incorrect. Instead, each own Party Base grants "+1 to the dice result", as described on page 27 of the rulebook.

#### Errata – Example of Play in Playbook

There are three errors in the Extended Example of Play in the accompanying Playbook:

##### ★ Page 4, Resolution of DNVP's Agenda Card

According to their chosen Agenda Card "Populism", the DNVP should not have placed their 2 Party Bases in different cities. The card is correct, the example is not.

##### Page 5, Impulse 1 – SPD: Pact with the Old Powers

The third effect of the card (remove Unrest from that city) is not carried out in the example, although there is an Unrest Marker in Essen. This is okay from a rules point of view, but makes little sense from the SPD's point of view, so the Unrest should have been removed.


##### Page 8, Impulse 5 – Zentrum: Albert Einstein

In the example, the 2 Action Points are used to move 2 Police Units from the Government supply to Berlin. However, there is only 1 Police Unit in the Government supply at this point in time. The execution of the card is correct in principle, but it is not possible in this game situation.


#### General

##### When do I reshuffle my Party Deck?


There are two situations in which you shuffle your Party Deck:

- Either when your draw pile runs out and you need to draw a Party Card
- or when adding Expansion Set cards to adapt your Party Deck (by playing specific Agenda cards,  13).

##### When are the Timeline Cards reshuffled?

The Timeline cards are only reshuffled when new Timeline Cards come into play at the beginning of rounds 3 and 5 ( 13). This ensures that the Timeline Deck never runs out.

##### Is there a fixed seating and/or playing order?

No, there is no fixed seating order. The order of play is always clockwise ( 13).

Of course, you are free to choose the seating order before starting the game.

##### ★ Can the order of play be different in the Agenda Phase and the Impulse Phase?

The English rulebook says "The order of play is the same as in the Agenda Phase." which is not correct. Instead it should say: "The order of play is determined in the same way as in the Agenda Phase."

Thus, it's not that the order is the same for the two phases, just the manner of choosing it (starting with the player who won the Reparations Issue; otherwise, the Chancellor decides).

##### What happens if multiple game-ending conditions occur at the same time?

This situation can occur when either radical Party places its final Councils/Regime Token, which also places the seventh Threat Marker in the DR Box. In this case, the KPD/DNVP victory takes precedence.

##### ★ What if there is a tie in [any situation]?

Each and every tie in the game is resolved by the Chancellor. This includes situations like:

- The game ends with a tie in VPs.
- Event Cards which trigger a vote or sacrifice such as A76 (Funeral of Horst Wessel) or A77 (Altona Bloody Sunday).

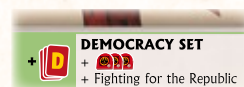
##### ★ Can there be negative Victory Points?

No, but whenever a player loses more VPs than they have, they first lose all VPs they have; then each other player gains a number of VPs equal to how many remaining VPs could not be lost. *Example: Player A has 2 VP and loses 3 VP. They return 2 VP to the supply and all other players receive each 1 VP.*

##### What do the additional details of an Expansion Set on the Agenda Cards mean?

These details indicate what kind of effects the cards of this new set will have.

In the example to the right, the SPD could get three new units in its supply from the cards in the Democracy Set. In addition, the cards contain events that can be used against enemies of the Republic (KPD/DNVP).



##### Do Flag Tokens remain in play and can anyone who performs a Foreign Affairs action use them?

Yes, once placed, Flag Tokens remain in play.

Yes, any Government Party that performs a Foreign Affairs action can use them, regardless of how they came into play.

#### Special cases

##### ★ What if a Reaction reduces the number of dice to 0?

In this case, the initial action ends without rolling the dice and without any effect.



## Special cases (cont.)

### ★ What if I am required to place a Poverty Threat Marker and there are none (because of two or more in DR box)?

All types of Threat Markers are limited to the number provided with the game. If a Threat Marker is to be placed when the supply is empty, the corresponding effect is skipped.

### ★ What if an Agenda Card directs me to bring a (white) Issue Marker into play that has already been brought into play by a Society Marker?

If a Party chooses an Agenda Card that would bring an Issue Marker into play that is already in play, they move the corresponding Marker the specified number of spaces in their direction instead.

*Example: In the Politics Phase, the Society Marker "Unemployment Insurance" brings the Poverty Issue Marker on space 3 of the SPD into play. In the following Agenda Phase, the KPD chooses their Agenda Card "Populism" and thus moves the Poverty Marker by 2 spaces in their direction (instead of bringing it into play).*

*In the case of the Thule Society Marker in combination with the DNVP Agenda "Populism", the Issue Marker goes on space 2 of the DNVP.*

## Card-specific questions

### ★ D21 (Erich Ludendorff): Can the DNVP react with this card when a Government Unit is moved?

No, this card can only be used for a reaction when an own unit, i.e. a unit of a specific party color, is moved. This does not include white Government Units.

### ★ K07 ("Brothers! Don't shoot!"): What exactly does majority mean on this card?

The KPD must have more Party Bases in the given City than all other Parties combined. *Example: In Berlin, the KPD and SPD each have 2 Party Bases and the DNVP has 1, so the KPD does not have the majority ( $2 < 2 + 1$ ).*

### ★ S05 (Pact with the Old Powers) and Z22 (Law and Order): Can I perform the Combat or Counter-Coup actions of these events even if I am not in Government?

No, these actions can only be performed as a governing Party.

## Rule clarification on Party Threat Markers

### Uprising: Placement and Coexistence

- An Uprising Marker cannot be placed in a city that contains a Councils Marker. (*Since an Uprising is a precursor to a Councils Marker.*)
- Placing an Uprising does not remove a Regime Marker.
  - Therefore, an Uprising and a Regime Marker may co-exist in the same city at the same time (if the Regime Marker was placed first). They are considered two different threats for all game purposes.
- A second Uprising in the same city will always place a Councils Marker and remove the Uprising Marker from that city, whether it is caused by a Demonstration or any other effect (such as cards K07 or A27).

### Regime and Councils: Placement and Coexistence

- Placing a Regime Marker removes an Uprising or Councils Marker, whichever is present. Placing a Councils Marker removes an existing Regime
  - Therefore, a Councils and a Regime Marker cannot co-exist in the same city at the same time. (*They are, so to speak, two sides of the same threat, namely non-democratic local government.*)
- In either case, it does not matter which effect caused the placement of the Councils/Regime Marker, be it a Coup, a card effect (or the placement of a second Uprising).

### Counter-Coup

- In the case of a Counter-Coup in a city with an Uprising and Regime Marker, both KPD and DNVP units are considered opposing units.
- A successful Counter-Coup removes all existing Party Threat Markers (e.g., a present Councils Marker; or a Regime plus, if applicable, an Uprising Marker).

### As DNVP/KPD, can I place new Party Threat Markers while in government?

No. Once the DNVP or KPD enters government, its Party Threat Markers are flipped to the inactive side (as described in the Rulebook), **and any effects that would allow this Party to place a Party Threat Marker are ignored.** This includes:

- Card D24 (Cell of Order Bavaria)
- Card K07 ("Brothers, Don't shoot!")
- KPD Demonstration Action (a governing KPD with a final result of 7+ places two Party Bases, but not the Uprising).

### Can inactive Party Threat Markers be removed as usual (e.g. by a coup/counter-coup)?

Yes. The section on page 25 of the Rulebook should read: "They are ignored in all scoring, **but can still be removed by effects**".

### ★ What exactly does it mean that inactive Party Threat Markers are ignored in all scorings?

Inactive Party Threat Markers are not counted:

- In steps 4 (Score Parties) and 5 (State of the Republic / Government Declaration) of the Politics Phase, and
- When checking the condition of the current economic level.



## Rule clarification on Units and Government

### General

Each Party (except Zentrum) owns all units of its color. Government units, on the other hand, are white. In other words, the color of a unit determines who owns it.

A Party controls its own units (same color) at all times. A Party that is in government additionally controls all government units. However, these government units are never considered to be their own units.

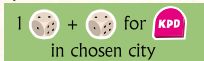
Control of a unit allows a Party to move that unit.

### Actions in a city

For actions in a city, only those units count for/against the acting Party that match the color shown on their party board.

*Example: The KPD is in government and therefore controls the government units.*

*However, when performing a Demonstration, only its own (pink) units grant additional dice, as indicated on its Party Board.*



### Reichswehr / flipped Reichswehr

- A normal Reichswehr unit is white and therefore a government unit. It is controlled by any governing party.
- A flipped Reichswehr unit is black and therefore a DNVP unit, not a government unit.
- A Reichswehr unit can never be dissolved, whether white or black (📖 23, "Important").
- In a Fight action, the DNVP is free to decide whether black Reichswehr units in the city will fight on the side of the government (whether being in government or not).

★ **Zentrum has no Units of its own. However, if the result of a Counter-coup is 1, it must remove one of its own units. How does this work?**

If Zentrum fails a Counter-Coup with a result of 1, it must return any Government Unit from that City to the government's supply. The symbol on the Party Board should show "any white unit" (instead of "own unit").

★ **What can a non-governing Zentrum do with Police Units?**

Zentrum does not own Police Units but controls them even if it is not in Government. Therefore, a non-governing Zentrum can use Police Units for Mobilization, Demonstration, and Reaction.

★ **Suppose KPD performs a Coup in a City with a Regime Marker (or DNVP against an Uprising/Councils). Other Parties can declare their Units to be either neutral or opposing in the Coup. Can Zentrum do that with Police Units?**

Police and Reichswehr Units are Government Units, so it is up to the governing Parties to declare these Units as neutral or opposing. Therefore, Zentrum needs to be in Government to be allowed to make this decision.