

Levée en Masse Instructions

[1.0] INTRODUCTION

Levée en Masse is a game telling the story of the military, political, and social struggles of the French Revolution through its key events and decision points. You attempt to stop the advance of four foreign armies and the counter-revolutionaries within France itself; all are bent on destroying Republicanism before it can spread. But simply holding on to Paris is not enough; you must also export the Revolution by liberating foreign-held territory and spreading the Republican benefits of Liberty, Equality and Civic Fraternity while maintaining Republicanism as a stronger force in France than Monarchy and Despotism.

Historical event cards dictate the movement of the enemies of the Revolution and give the player a number of **Actions** to conduct each turn. The game is played through three chronological Event decks, and if you can keep Paris from occupation and liberate enough foreign territories, *you win!* The game can also be played with teams working together to determine how best to preserve and extend the Revolution.

[2.0] GAME EQUIPMENT

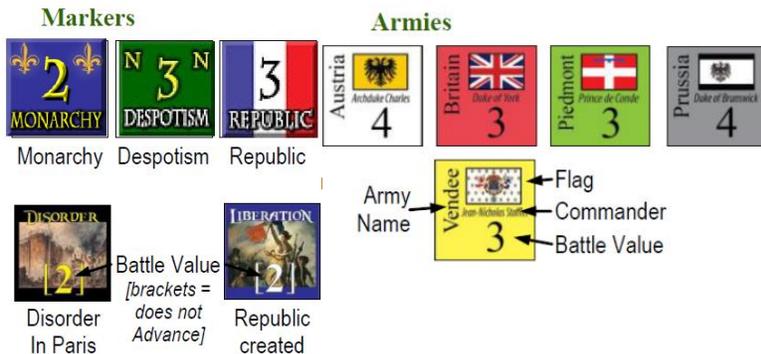
- Map
- Square game pieces
- 48 Headline cards (19 blue, 17 white, and 12 red)



The Game Map: The game map shows the countries of Western Europe as they existed from 1789 to 1802. It has been superimposed with spaces for the invading armies of Britain, Prussia, Austria, Piedmont, and the Vendée (counter-revolutionaries). Square spaces represent those "in France," while round spaces are important as being "outside of France" and therefore ones that can be **liberated** by the player during the game.



The Playing Pieces: The game pieces on the screen represent the five invading **Armies**, markers for each of the three political tracks (**Monarchy**, **Despotism**, and **Republic**), and a marker denoting that Paris is in **Disorder**. There are also two **Liberation** markers showing spaces that have been Liberated and have formed their own independent Republics.



Headline Cards–

Each turn, the next Headline card is revealed and everything on it performed in the order listed.

There are three decks of Headline cards as indicated by the background color of the headline at the top: blue, white and red. These cards reveal the game's narrative and drive the enemy forces against the player. Using three Headline card decks gives a sense of the three stages of the French Revolution: the Moderate stage, the Radical stage, and the Reactionary stage.

[3.0] SETTING UP THE GAME

When you start the game, the five enemy Armies will be in their Home spaces, the **Monarchy** marker will be at its highest point in the "4" box and the **Despotism** and **Republic** markers are placed in the "-1" boxes. Paris begins the game "in order," so the **Disorder** marker is in the Holding Box on the map.

[4.0] SEQUENCE OF PLAY

A complete game consists of a 48 **Turns** up to the number of Headline cards in the deck.

A GAME TURN

Conduct each Game Turn by performing these **Phases** in this exact order:

1. The Next Headline Card is Revealed: The computer reveals the next card in the **Draw Pile**. (When there is no card left to draw because the deck is depleted, the game ends (9.0).

The new **Current Event** and its activities are performed in the order listed including the advancement of enemy Armies.

2. (1) Actions: Up to the number of Actions indicated on the Current Headline card may be performed in any order or combination from among the list below:

A. Political: Wage political attacks to advance Republicanism or to hinder Monarchy or Despotism (see 7.1) by one on their respective tracks.

B. Military: Attempt to push back an active Army unit that is not on its home ("5") space (see 7.2). The *first* Military Action against **every** Army currently in **Paris** is "free."

C. Naval: Attempt to push back the British army in a square space on its track by fighting the British Navy (see 7.3).

D. Liberate: Attempt to place a Liberation marker from the Holding Box into a French-controlled round space (see 7.4).

D. Restore Order: Attempt to remove the **Disorder** marker from **Paris** (7.5).

4. Housekeeping: At the end of the turn, the game on each of the following items:

A. The Fall of Paris: If an Army occupies **Paris**, the game is over (see 9.0)

B. Disorder: If there is a **Disorder** marker in **Paris**, the **Republican** marker decreases by one box (but never below -1).

C. Conquest: If an Army controls a space with a **Liberation** marker, that marker is removed and placed in the Holding Box.

D. Reset DRMs: All Die Roll Modifiers are reset to zero ("0").

Repeat these Phases and Steps until either the last card has been revealed and performed or **Paris** falls (4.A, above).

[5.0] HEADLINE CARDS

Each Headline card's headline and flavor text are provided to help "tell the story" of the French Revolution and the wars and struggles which resulted from it. That text has no direct gameplay effect but reveals the history of the Revolution.

Procedure

The game performance all the activities on the card including Army advances.

[5.1] Military Activities: The Current card lists these first, indicating which, if any, **Active** Armies advance toward or retreat from **Paris** that turn.

Advancing armies move to the next-lower numbered box along its track (e.g., from box "4" to box "3"). If there is a **Liberation** marker in the space that an advancing Army would move into, it must first fight that marker (i.e., the new Republic's independent forces) to see if the Army advances into that space or not. A die is rolled for the Army attempting to enter that space, and if the modified result is **less than or equal to** (\leq) the Battle Value of the **Liberation** marker, that Army does **not** advance; it remains in its current space. If the modified result is **greater than** ($>$) the Battle Value of the **Liberation** marker, that Army advances into that space normally. *Note that **Liberation** markers are removed at the end of the turn (8.3) when Armies are in their spaces.*

Example: The Prussian Army is in its space "4" and is ordered to advance to its space "3," but that space is occupied by a **Liberation** marker. So a die is rolled, and the result of 3 allows the Prussian Army to advance and share that space with the **Liberation** marker.

The player must now consider whether to conduct Military Action(s) that try to push the Prussians back and protect his allied Republic or to let the Prussians crush it at the turn's end!

Retreating armies are moved to the next-*higher* numbered box along their track, but never past their "5" (starting) box.

Inactive Armies, when instructed to move, do not and instead remain in their space (or in the case of the Prussian Army, may not be able to enter square spaces).



[5.2] Political Activities: The indicated Political marker(s) move along their respective tracks, but never lower than the -1 box or higher than the 4 box.

Example: The Current card's Political (shaded) section lists "Monarchy -1; Republican +1." The **Monarchy** marker would be moved one box to the left, while the **Republican** marker would be adjusted one box to the right.

Reaction!

When a "Reaction" is the listed Political Event, if one **Political** marker is **higher** than the other two, it is *decreases*

by one box. Then, if one **Political** marker is **lower** than the other two, its position is *increased* by one box. If there is a tie between two markers for highest or lowest, neither is moved.

[5.3] **Social Activities:** This might include a *Journée* (Day of Action) which causes the **Disorder** marker to be placed in **Paris** (if it is already there; there is no additional effect).

[5.4] **DRM Reminders:** When a card calls for a **Die Roll Modifier (DRM)** that turn, you will see this highlighted in the report window.

[5.5] **Special Rules and Events:** Special rules and events are noted directly on the Current Headline card. Some require elaboration:

[5.5.1] **Die Roll Modifiers:** These are highlighted in yellow and apply only **that turn** (i.e., while that is the Current Headline card).



[5.5.2] **The Prussian Army:** When it has a blue hexagon on it, it means that it is stalled and cannot advance (further) into France (i.e., a square space or **Paris** along its track). It **can** advance into *round* spaces along its track and be attacked normally while marked thus. This restriction is lifted, and the blue hexagon removed, as indicated on various cards.

[5.5.3] **Liberation Markers:** These appear in the game and are added to the Holding Box when instructed by certain cards. From there, they can be brought into play on **round** spaces (see 7.4).

[6.0] THE FRENCH ARMY

The performance of the French Army in battle varied by its loyalty to the current government and patriotic fervor. This is reflected by the **Die Roll Modifier (DRM)** indicated at the top of the Political Track. The DRM on the Political Track will be **-1** (highlighted in yellow), **+1** (highlighted in green), or 0 (nothing listed).

The French Army, itself, has no markers to represent it on the map. It is abstractly represented as having a "contesting presence" along every track in the same spaces where other pieces are present.

Procedure

[6.1] **Event Modifier:** Some cards will list a "Military DRM" listed on the Current Headline card.

[6.2] **Government Modifiers:** If the current *highest* (not *tied* for highest, but *the* highest) level among the **Government Type** markers (called the "**reigning**" government) is **Monarchy**, **subtract one (-1)** from the French Army DRM; if it is **Republic**, **add one (+1)** to the French Army DRM. **Despotism** has no effect on the French Army DRM. When the creaking old Monarchy governs the French, the old ways of leading and organizing its military are a detriment to battlefield success. When the vibrant young Republic leads the nation, the army is infused

with masses of new recruits (using a *levée en masse*, or mass conscription) filled with patriotic fervor (*élan*).



Example: The Current Headline card is #12, "Prussia Invades France!" Its **-1 Military DRM** is listed in the Events Window. The Government tracks are checked, with **Monarchy** in its "3" box, **Despotism** in its "0" box and **Republic** in its "1" box. Since **Monarchy** is the reigning government (i.e., it is higher than the other two), **-1 Military DRM** appears at the top of the Political Table, so the **French Army** will have a **"-2 DRM"** to all Military Actions this turn.

[7.0] PERFORM ACTIONS

The player performs Actions each turn to improve the fortunes of Republican liberty, equality and fraternity through Military Action and suppression of the forces of Monarchy, Despotism, and counter-revolution. *How* you approach these vexing problems is the heart of the game.

General Rule

The player receives a number of Actions (1) each turn as listed on the Current Headline card. They are used ("spent") one at a time to perform Political, Military, Naval, Liberation and Restore Order Actions in any order or combination the player desires.

Important: Regardless of the die roll modifiers, a natural (**unmodified**) roll of 1 *always* results in failure, while a natural roll of 6 *always* results in success.

No modified die roll is ever certain or impossible!

Sustained Actions: A specific Action **can** be repeated multiple times during a single Action Phase. That is, an Army can be the target of multiple Military and/or Naval Actions during a single Action Phase, and these need not be performed consecutively.

Failed Actions: The situation of an Action's target unit or marker does **not** *improve* as a result of a player's failure against it. That is, Armies **don't** *advance* as a result of failed French attack(s). Such targeted units and markers simply remain in place after a Action's failure.

[7.1] Political Action: This Action is used to increase support for Republicanism or to suppress the influence of Monarchy and Despotism.

Procedure

Each Political Action is conducted separately by clicking on a single **Government Type marker** (**Monarchy**, **Despotism**, or **Republic**) as its target. The game rolls a die which is modified by any notations on the Current Headline card.

If the modified result is **less than or equal to** (\leq) the Box number occupied by that **Government Type** marker or a natural 1, there is no effect. (Nothing changes.)

If the modified result is **greater than** ($>$) the Box number occupied by that **Government Type** marker or a natural 6, that marker is *increased* (for **Republic**) or *decreased* (for **Monarchy** and **Despotism**) by one box along its track and the **French Army** marker is immediately adjusted, if necessary (see 6.2 and the example, below).

Example: With **Monarchy** in its "3" box, **Despotism** in its "0" box and **Republic** in its "2" box (see illustration of previous example), suppressing the French Army DRM, the player decides to affect political changes (and thus improve the French Army DRM) before conducting any Military Actions this turn. Since it is easier to affect a Government Type marker in a lower-numbered box, the player opts to use one Action to perform a Political Action and attempt to increase the **Republic** marker from the "2" box it currently occupies.

Noting that the Current Headline card has no Political DRM listed, the player clicks the **Republic marker** and a die is rolled the result is a 4, which is higher than that marker's current box number, so the **Republic** marker is increased from its "2" to its "3" box.

This has the *immediate* effect of negating the French Army -1 DRM penalty for **Monarchy** as the reigning government (i.e., since it is now tied with **Republic**, it is no longer reigning), so the **French Army DRM** at the top of the Political Table immediately changes to Blank (No DRM). If the player wanted to try another Political Action to either lower **Monarchy** or once again raise the **Republic** (they both have the same likelihood of success as both are on the same numbered box, "3," on their respective tracks), if successful, the **French Army DRM** would be changed to **+1 Military DRM!**

[7.2] Military Action: This Action is used to fight a battle/campaign with an Army unit and drive it back one space along its track (away from Paris). An Army in its home ("5") space **cannot** be attacked.

Procedure



Each Military Action is conducted separately by designating a single Army as its target and rolling one die. This die roll result is modified by the position of the **French Army** marker (6.0) and any DRMs on the Current Headline card.

If the modified result is **less than or equal to** (\leq) the Battle Value of the designated Army or a natural 1, there is no effect.

If the modified result is **greater than** ($>$) the Battle Value of the designated Army or a natural 6, that Army is retreated one space along its track (away from **Paris**).

To the Barricades! Each turn, the *first* Military Action against **every** Army currently in **Paris** is "free" (i.e., does not use one of that turn's allotment of Actions). Should these free **To the**

Barricades! Actions fail to eject the invaders, all subsequent Military Actions to do so *do* consume that turn's Actions normally.

Example: These are stern days in **Paris**. The city is in **Disorder** and armies of Austria and Piedmont have just advanced into the city to deliver a *coup de grace* to the Republic while the British Army hovers threateningly nearby. With Republicanism reigning over France, the player enjoys a **+1 Military DRM** this turn, and so decides to begin the Action Phase with the free **To the Barricades!** Military Action afforded against each invading army in **Paris**. Against the Austrian Army, a natural roll of 1 is automatically a failure, but there is better luck against Piedmont's Army, as a roll of # is modified to a "4," which is enough to push it back to **Troyes** (its "1" space).

The player still needs to eject the Austrian Army **or lose the game** (see 8.1), but further attempts will require drawing from that turn's allotment of Actions to do so!



[7.3] Naval Action: This Action is used to defeat the Royal Navy and thus affect the British Army's logistical tail. A Naval Action *must* be conducted to fight the British Army in the **At Sea** ("4") space on its track. A Naval Action *may* be used to fight the British Army **in France** (the square (□) land spaces, "1" and "2" on its track). To fight a Naval Action, the player simply clicks on the British Navy unit that appears

when the option is available (with a Battle Value of 4) instead of the British Army unit (with its weaker Battle Value of 3).

[7.3.1] It's the Navy: The **French Army** DRM is *not* applied to a Naval Action die roll. Only "Naval Action" DRMs listed on the Current Headline card apply.

[7.3.2] Cutting Off the British Army: If victorious, the British Army retreats one space *unless* it was in France, in which case it retreats **two** spaces!

Example: The British Army is in Rouen (space 1 of its track), menacingly close to **Paris**, so the player decides to risk a Battle with the Royal Navy. Rolling a 5 (with no die roll modifiers), the British Army retreats back **two** spaces to Dunkirk.

[7.4] Liberation Action: This Action is used to spread the Revolution beyond the borders of France (i.e., to round spaces on the map), thus destroying the tyranny of monarchy and spreading Republican enlightenment.

Procedure

A Liberation Action can only be performed if there is a **Liberation** marker currently in the Holding Box.



Each Liberation Action is conducted separately by first clicking on an available **Liberation** marker and then clicking a single round **French controlled** (see below) space highlighted by the French flag that does not already have a **Liberation** marker in it as its target and rolling one die. This die roll result is modified by any Liberation DRM on the Current Headline card.

If the modified result is **less than or equal to** (\leq) the Battle Value of the **Liberation** marker or a natural 1, there is no effect.

If the modified result is **greater than** ($>$) the Battle Value of the **Liberation** marker or a natural 6, the **Liberation** is placed in that space. It will now "defend itself" against the advances of Armies (see 5.1) and adds Victory Points at the game's end (9.3, #2).

Definition of "Control"

A space occupied by an Army is **contested**. Along an Army's track, spaces with a **higher** number than the box occupied by that track's Army are **Allied controlled**. Spaces with a **lower** number than the box occupied by that track's Army are **French controlled**.

Example: The Austrian Army is in its space "3." Space "3" is thus "contested." Spaces "1" and "2" are French controlled, while spaces "4" and "5" are Allied controlled.

Yes, this means that the French can "liberate" the **At Sea** space on the British track! This represents activity in overseas colonies.

[7.5] Restore Order Action: This action is used by the government to attempt to suppress urban unrest that plagued Paris during the first ten years of the Revolution.



Procedure

A Restore Order Action is conducted by first checking to see if the **reigning** government (6.2) is **Republican** at box "3" or "4." If so, simply remove that marker from **Paris** and place it the Holding Box.

Otherwise, click the **Disorder** marker in **Paris** as the target of this Action and roll one die (apply any Restore Order DRM listed on the Current Event).

If the modified result is **less than or equal to** (\leq) the Battle Value of the **Disorder** marker, there is no effect.

If the modified result is **greater than** ($>$) the Battle Value of the **Disorder** marker, the marker is removed from **Paris** and placed in the Holding Box.

The years of bad harvests prior to the outbreak of the French Revolution meant chronic bread shortages in Paris. As the political situation deteriorated, *Journées* (French for "Days of Action") became commonplace. Various political factions such as the *sans-culottes* (workers who had to wear pants instead of gentlemanly knee-breeches, known as "culottes") battled in the streets of

the capital. Republican enthusiasm, however, led the citizenry to quash threatening discontent to protect their newly-won liberties.

[8.0] HOUSEKEEPING

Certain administrative game functions are checked, and their effects are applied immediately, at the end of each turn during the Housekeeping Phase.

Cases

[8.1] The Fall of Paris: If an Army occupies **Paris**, the game ends immediately in a French defeat (see 9.3).

[8.2] Disorder in Paris: If the **Disorder** marker is in **Paris**, reduce the **Republican** marker is decreased by one (but never below -1).

[8.3] Conquest: If an Army occupies a space that also has a **Liberation** marker, that **Liberation** marker is removed from that space and is placed in the Holding Box.

You have everything you need to know and can now play the game. You're welcome to read the following section on Victory, but the game will add up all the points for you.

[9.0] VICTORY & DEFEAT

Levee en Masse is supposed to be a challenge to beat, so don't be flustered if it takes a while to master success.

The game ends in defeat when either **Paris** falls (see 8.1) or possible victory when the red deck is exhausted. When either of these occurs, the game checks for victory or defeat as follows and presents you with the final results.

Defeat

[9.1] *Sacre Bleu!*: If, during the House-keeping Phase, an Army is the **Paris** space, the game ends immediately. How well you performed is described below:

You have suffered a **crushing defeat** if you still have at least one **blue deck** **Headline card** left. In this case, the "Republican Experiment" in France fails and the Monarchy (the *Ancien Régime*) continues into another century. Eventually, it will be swept away by the Bolshevik Revolution in Russia in 1917, the Spartacist Revolution in Germany in 1922, and *L'Été Rouge* (Red Summer) in France in 1926.

You have suffered a **decisive defeat** if you still have at least one **white deck** **Headline card** left. In this case, terror rips France apart and its territories are divided as plunder among the member nations of the First Coalition. Britain seizes the Channel Ports plus Brittany, Normandy, and Calais; Austrian-Netherlands expands to include Belgium and the Somme; Prussia annexes Alsace-Lorraine; and Piedmont-Savoy expand into the southeastern provinces of Old France. A rump-state of France remains consisting of the remaining provinces in southern, central, and

southwestern France with Louis XVIII as its King. For its part, Paris becomes a radical *sans-culotte* "free city-state" until it is finally annexed again by France in 1903.

Victory

[9.3] *Vive la Revolution!*: If all the **red** **Headline** cards have been played and Paris is **unoccupied**, the "Republican Experiment" may have succeeded and you might have won the game. The *degree* of success for Republicanism and for determining your personal level of victory is explained below:

Victory Points (VPs) are gained (and lost) according to the following Steps. Computing your final score is explained below:

1. Determine the box number where the **Republic** marker resides and multiply that number by **three (x3)**.

2. To that, **add** the number in each round space on the map that has a **Liberation** marker in it. E.g., a **Liberation** marker in a "2" space is worth +2 VPs.

3. Determine the box number where the **Despotism** marker resides. Multiply that number by **four (x4)**, then **subtract** that value from the current score.

Remember, subtracting a negative value is the same as adding a positive value. So if the **Despotism** marker is in the "-1" box, your score is *increased* by 4 VPs!

Important: It is all right if your total score goes into **negative** numbers; it often does.

4. As you just did with Despotism, determine the box number where the **Monarchy** marker resides. Multiply that number by **five (x5)**, then **subtract** that amount, too, from the current score.

5. Next, **subtract** the number of red cards remaining in the Draw Pile (if any).

6. *But wait, it gets worse!* Now **subtract** one (-1) for each hostile unit (e.g., a foreign Army or the **Disorder** marker) on a space on the map.

7. Finally, **subtract another** three (-3) points for each Army if it is occupying a square (□) space with a thick **red** border (e.g., Rouen), and another one (-1) point for each Army if it is occupying a square (□) space with a thick **orange** border (e.g., Versailles).

Compare that sum to the following:

1+ VPs: This is a **Republican triumph**. A new wave of European Enlightenment sweeps the continent, and then the world, with liberty and justice for all.

-7 to 0 VPs: This is a **Substantive victory** for Republicanism. While some will talk of the "purity" that the Revolution held in the early days, and how things might have been better before government once again consolidated its power at the expense of individual liberty, most will agree that its net effect was a benefit to mankind. *This is the historical outcome of the American Revolution.*

-15 to -8: This is a **Minor victory** for Republicanism as chaos still abounds and strong leaders still agitate among the restless masses. Great problems remain unresolved and unless the current leadership of the nation can successfully confront them, the benefits of the revolution could be

forever lost. *This is the historical outcome of the French Revolution (see the historical scoring example that follows).*

-25 to -16: This is a **Minor defeat** for Republicanism as it turns despotic in an effort to deal with the continuing crises faced by the nation. Ultimately, the Republic cannot cope and Louis XVIII is returned to the throne surrounded by foreign bayonets from the despised "Armies of Occupation" left for Louis' protection. Eventually, those armies are withdrawn to fight among themselves in future European wars, and another French Revolution breaks out a generation later. A rapid *coup d'état* throws France into despotism, but after a humiliating defeat to the Prussians in 1870 (who are then unified into a new German nation), a Second Republic is finally established that lasts into the twentieth century.

-26 or less: This is a **Substantive defeat** for Republicanism as it is quickly crushed by the "Cult of Napoleon" who rules through merit and *dignitas* in lieu of harnessing the Republican spirit of revolution to advance the cause of France. The hard fought Napoleonic Wars lie ahead and, without a revolution to fear, these end with the recognition by the crowned heads of Europe of the Bonaparte dynasty on the throne of France. All of this is undone by the vainglorious nephew of Emperor Napoleon I, Napoleon III, who leads France into failed and costly wars with Italy and Russia. After backing the American Confederacy and invading Mexico, public outrage results in unchecked rioting and a renewed spirit of Republicanism in France which ultimately leads to the birth of the Second Republic.

Historical Example: Historically, the French Revolution ended with the last red card played when **Napoleon** declared himself Consul for Life in 1802 (-0 VPs). At that point, there was a full load of **Despotism** (at box "4" = -16 VPs), a smattering of **Monarchy** (at box "1" = -5 VPs) and not nearly enough **Republicanism** (in the "1" box = +3 VPs) left in the government.

At least the foreign enemies of the Revolution had been driven from French territory, or crushed in the case of the Vendée (-0 VPs; this is *huge* as the British, Austrians, and Prussians were all removed from the map at the last moment by the Peace of Amiens).

In addition, some areas on the eastern frontiers had been liberated and absorbed into France (**Brussels** and **Savoy**, +5 VPs). This gave the French nation a final score of **-12 VPs** for a Minor victory. *Had they managed the political tracks a bit better, a greater victory could have been won!*

While Republicanism would soon be replaced with Napoleonic Despotism, the ideals of the French Revolution would live on and be spread throughout Europe during *The Age of Napoleon*.

GAME CREDITS

Game Design: John D. Welch

Docs & Development: Alan Emrich

Web-based Version of Game: Tom Heaney

Online Game Art: Tom Heaney (original game map by Tim Allen)