

Rhetoric and Revolution – A French Revolution Game for 3-6 Players, v. A1.1 (12/7/24)

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[This is a developing game. Please share any constructive comments and feedback with me about gameplay if you do play!](#)

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Introduction

As the leader of a group of loosely ideologically connected politicians and associates, guide the Revolution to a satisfactory (to you) outcome by drafting France's first written constitution

The current version only covers most of the period of the National Constituent Assembly, roughly January 1790 - end of September 1791

Components

46 Agent Cards divided into 2 or more decks depending on the number of players

2 Players	3 Players	4 Players	
Left deck: all agents with political positions 60-100; no duplicates	Left deck: either Left Deck 1 or Left Deck 2	Left deck 1: Chaumette Danton De Condorcet De Mericourt D'Orleans De Stael Desmoulins Robespierre	Left deck 2: Barnave De Lameth Gregoire Leon Marat Desmoulins Hebert

No Moderate Deck	Moderate Deck	No Moderate Deck	
Right deck: all agents with political positions 0-50; no duplicates	Right deck: either Right Deck 1 or Right Deck 2	Right deck 1: Bailly De Clermont-Tonnere De Genlis De La Fare La Fayette Maury Mounier De Rivarol	Right Deck 2: Cazales Mirabeau Le Chapelier Sieyes de La Rochefoucauld d'Aelders Saint-Hilaire

5 Players		6 PLayers	
Left deck 1: Barnave De Lameth Gregoire De Stael Leon Marat Desmoulins Hebert	Left deck 2: Chaumette Danton De Condorcet De Mericourt D'Orleans De Stael Desmoulins	Left deck 1: Barnave De Lameth Gregoire De Stael Leon Marat Desmoulins Hebert	Left deck 2: Chaumette Danton De Condorcet De Mericourt D'Orleans De Stael Desmoulins
Moderate Deck de Lameth Barnave de Staël de Clermont-Tonnerre Emmanuel-Joseph Sieyes d'Aelders de Mirabeau Le Chapelier		Moderate Deck 1&2 (each has same agents) de Lameth Barnave de Staël de Clermont-Tonnerre Emmanuel-Joseph Sieyes d'Aelders de Mirabeau Le Chapelier	
Right deck 1: Bailly De Clermont-Tonnere De Genlis De La Fare La Fayette Maury Mounier De Rivarol	Right Deck 2: Cazales Mirabeau Le Chapelier Sieyesv de La Rochefoucauld d'Aelders Saint-Hilaire	Right deck 1: Bailly De Clermont-Tonnere De Genlis De La Fare La Fayette Maury Mounier De Rivarol	Right Deck 2: Cazales Mirabeau Le Chapelier Sieyes de La Rochefoucauld d'Aelders Saint-Hilaire Royou

42 Rhetorical Themes cards (7 sets of 6 cards)

10 Revolutionary Law cards

1 Assembly Board

16 Blue Meeples or Cubes

2 Ten Sided Dice

Objective

Each player (or pair of players) attempts to pass Revolutionary laws so that the average political position of all the Revolutionary Laws at the end of the game (the new French constitution) is closest to their faction's political position as follows.

Left faction: 70	Moderate faction: 50	Right faction: 30
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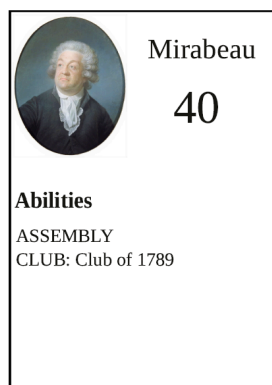
Set Up

1. Using the player chart above each player takes an agent deck of 7 or 8 cards total representing their faction: Left, Moderate, Right. Each player shuffles their agent deck, places it near them, and deals themselves 2 agent cards, face down.
 - a. Note: I'm really not sure how this works with 5; probably easier not to try with 5.
2. Shuffle the theme deck. Deal 3 cards to each player, face down. Then place 4 themes face up beside the Theme Deck: This is the Theme Pool.
3. Shuffle the Revolutionary Laws cards. Draw from the deck and lay them. This is the Revolutionary Laws pool.
4. 16 Blue Meeples are positioned on the assembly map, in the moderate section
5. As a result of the card set up, each player should have a hand of five cards, three theme cards and two agent cards. The player keeps these hidden from other players
6. The player who is the first to say something in French goes first.

Card Types

Agent Cards and Actions

Each agent card has the following features.



Name;

Political Position: a number from 100 (Radical Revolutionary) to 0 (Arch Conservative), representing the general political stance of the agent

Core Abilities: Each agent has 1 to 4 of the following abilities: Assembly, Club, Salon, Newspaper

Each player draws from their own face down agent deck. When they have used all the agents in the deck, reshuffle into a new deck

Core Agent Card Actions

Club: Speak at _____ Club

- Either move two moderate meeples to the “On the fence Left” or “On the Fence Right”
OR
- Draw 2 theme cards from the theme pool
OR
- Play 2 relevant theme cards to support or oppose a Revolutionary Law under consideration

SALON: Maneuver at the Salon -

- Either move one meeple from the “Moderate” to the “Left” or “Right,” or two meeples from “On the Fence Left” to “Left” or “on the Fence Right” to “Right.”

OR

- Draw the top four themes from the theme deck, pick 2, and reshuffle the rest into the Theme deck

OR

- Play 1 relevant theme card to support or oppose a Revolutionary Law under consideration

EDITORIAL: Publish a Newspaper Editorial

- Move two meeples currently On the Fence back to the Moderate position in the assembly

OR

- Move 1 meeple from the moderate position in the assembly to the On the Fence

OR

- Play 1 relevant theme card to support or oppose a Revolutionary Law under consideration

ASSEMBLY: Speak at the Assembly

- Propose a Revolutionary Law and speak in favor of or against it, playing up to 3 cards sharing the same relevant theme to support or oppose the Revolutionary Law under consideration. That Revolutionary Law remains under consideration until a player plays an agent card and calls for a vote)

OR

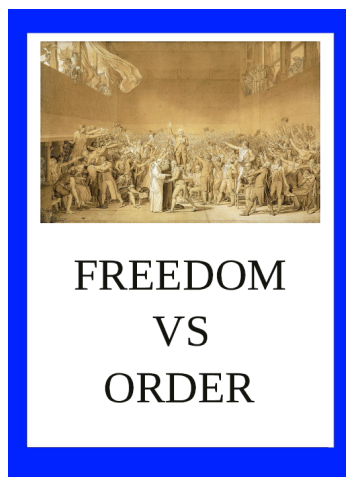
- Speak in favor of or against a Revolutionary Law under consideration, playing up to 3 cards sharing the same relevant theme

OR

- Call for a vote on a law and speak in favor of or against it, playing up to 3 cards sharing the same relevant theme to support or oppose (assembly vote is rolled for the Revolutionary Law under consideration)

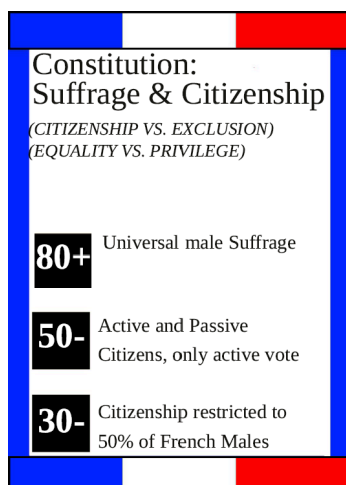
Rhetorical Theme Cards

Rhetorical Theme Cards power debates about Revolutionary Laws under consideration in the National Constituent Assembly. A player playing an agent and choosing to do so may also play one or more cards with the same relevant rhetorical theme as the Revolutionary Law under consideration. A relevant theme must **match one of the themes** listed at the top of the Revolutionary Law under consideration. The effects of rhetorical themes on the overall assembly vote depends on the **total** number of matching theme cards played in support or on the **total** number of matching theme cards played opposition to a Revolutionary Law under consideration



- 1 theme card +5/-5 to the assembly vote roll
- 2 of a kind: +10/-10 to the assembly vote roll
- 3 of a kind: +15/-15 to the assembly vote roll
- 4 of a kind: +24 to the assembly vote roll
- 5 of a kind: +30 to the assembly vote roll
- 6 of a kind: +36 to the assembly vote roll

Revolutionary Law Cards



Each Revolutionary Law card has the following features.

Name:

Relevant Themes: Theme cards that may be played to support or oppose the Revolutionary Law under consideration.

Political Positions: 2 or 3 numbers, each with a + or -, representing the political position of the Revolutionary Law. The player

proposing the law will determine what the political position of the Revolutionary Law is by placing a cube on the position square

Sequence of Play

Play takes place in rounds where each player has one turn in the round. At the start of their turn, a player **must** draw 1 card from the agent deck or theme deck/pool (players may draw a face up theme or a face down theme). If all the cards in a player's agent deck have been drawn, shuffle the discard pile into a new deck. If all the themes have been played, shuffle the discarded ones into a new deck and draw the top four and display face-up to create the new theme pool/

If the player draws one of the face-up theme cards from the theme pool, replace it with the top card from the theme deck.

After drawing a card, the player may either **play an agent** and use its ability or **pass**. If the card has the ASSEMBLY ability and there is no current Revolutionary Law under consideration, the player may select a Revolutionary Law from the pool and place it under consideration (see rules for considering and voting on Revolutionary Law below)

If an agent card and accompanying relevant themes are played for a Revolutionary Law under consideration, these remain in play until the vote for the Revolutionary Law is held.

Otherwise, If an agent card is played when a Revolutionary Law is not under consideration, discard the card immediately after resolving its effects.

If at the end of their turn the player has more than 7 cards in their hand, they must discard agent and/or theme cards of their choice until their hand is back to 7 cards. These cards are placed at the bottom of the agent and/or theme decks

Proposing, Considering, and Calling for a Vote upon a Revolutionary Law

Note: remember that liberal laws (to the left) have a political position from 60-100, and the Left player(s) wins if the average political position of all the proposals at the end of the game is closest to 70. Conservative laws (to the right) have a political position of 0-40, and the Right player(s) wins if the average political position of all the proposals at the end of the game is closest to 30. Moderate law positions are 40-60, and the Moderate player(s) player wins if the average political position of all the proposals at the end of the game is closest to 50.

1. If there is no current legislation proposal **under consideration**, the player whose turn it is can play an agent card and use its ASSEMBLY ability to propose a law. They select a Revolutionary Law card from the 3 face-up Revolutionary Law cards in the pool and place

it in the center of play. All Revolutionary Law have a more liberal and more conservative version. Many have a moderate position too. The player who has played the card also places a cube on the political position of their choice on the Revolutionary Law card they have played.

2. Now that law is “**under consideration**” i.e. subject to debate and a vote. While proposing the law, the player proposing announces the political position of the law by selecting one of the listed political positions of the proposal and placing a black political position cube on it. They may end their turn by playing 1-3 cards of a theme related to the proposal (shown on the proposal card) . These themes and agent remain on the table until the law is voted upon.

- a. An agent card may not be used to propose or support unless that law (in its political positions as set by the player who proposed it) agree with the agent card’s political leaning. A Revolutionary Law’s political position agrees with an agent’s any time:

The agent’s political leaning is more liberal than the current proposed legislation **AND** the proposed legislation is in its most liberal form. In this situation, the liberal agent is voting for the most liberal version of the law they can hope for.

OR

The agent’s political leaning is more conservative than the current proposed legislation **AND** the proposed legislation is in its most conservative form. In this situation the conservative agent is voting for the most liberal version of the law they can hope for.

So, for example, Robespierre (political position of 90) can always be used to propose the most liberal liberal position for a law but nothing more conservative. Cazales (political position of 10) can always be used to propose the most conservative position for the law, but nothing more liberal.

OR

The political position of the agent is no more than 20 greater or lesser than the political position of the proposal.

3. After a Revolutionary Law is **under consideration**, card play continues as normal, going clockwise and until a player plays an agent with the assembly ability and calls to put the Revolutionary Law proposed to a vote.
 4. **Only one Revolutionary Law can be under consideration at a time.** To consider a different law, the law currently under consideration must be voted upon by the National

Constituent Assembly. This requires some player to play an agent with the assembly ability and put the Revolutionary Law under consideration to a vote.

5. While the Revolutionary Law proposal is under consideration, a player may, during their turn, play an agent card with a qualifying ability to campaign or speak for or against the law. In addition to playing the agent, the player must play one or more rhetorical theme cards to support or oppose the proposal. These cards are left on the table until the Revolutionary Law under consideration is voted upon.

Voting upon a Legal Proposal

Once a vote is called, roll two ten-sided dice to get a number from 01 to 100 (00).

Then:

1. Add to this number
 - a. any bonuses legislators' positions in the assembly.
 - b. Any bonuses for agents and themes supporting the law
 - i. +3 per supporting agent
 - ii. Totals of each relevant Theme(s) played in support of the Revolutionary Law card under consideration. (Relevant themes are listed as relevant themes on the top of the Revolutionary Law card)

1 theme card +5 to the assembly vote roll

2 of a kind: +10 to the assembly vote roll

3 of a kind: +15 to the assembly vote roll

4 of a kind: +24 to the assembly vote roll

5 of a kind: +30 to the assembly vote roll

6 of a kind: +36 to the assembly vote roll
2. Subtract from this number
 - a. any minuses from legislators' positions in the assembly.
 - b. Any minuses from agents opposing the law
 - i. (-3 per agent)
 - ii. Totals of each relevant Themes played against the Revolutionary Law card under consideration. (Relevant themes are listed as relevant themes on the top of the Revolutionary Law card)

1 theme card -5 to the assembly vote roll

2 of a kind: -10 to the assembly vote roll

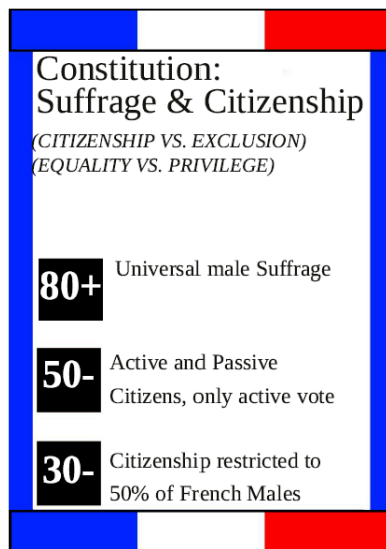
3 of a kind: -15 to the assembly vote roll

4 of a kind: -24 to the assembly vote roll

5 of a kind: -30 to the assembly vote roll

6 of a kind: -36 to the assembly vote roll

3. The result is the average voter position.
 - a. If the law position is liberal (represented as a + next to the political position number), and the average voter position is equal to or greater than the political position of the law, the law passes.
 - b. If the law position is conservative (represented as a - next to the political position number), and the average voter position is equal to or less than the position of the law, the law passes.
 - c. If the law position is moderate (only on cards with three law positions) the voter position roll must be within +/- 10 of the position number on the card. So, for example, if a player proposes the moderate form (Active and Passive Citizens (50-)) of the Revolutionary Law titled Constitution: Suffrage and Citizenship, the final total of the voter position roll must be between 60 and 40 for the law to pass.
4. Ratify the Revolutionary Law
 - a. If the law passes, place it in the Constitution Space on the game board with a cube to mark the political position of the law.
 - b. If the law does not pass, place it at the bottom of the pile of legislation proposals



Example: a player wants to initiate the revolutionary challenge of Citizenship. Currently no Revolutionary Law is under consideration and the player has an agent with the ASSEMBLY ability. They have selected the political position of 30- , citizenship restricted to only the wealthiest 50% of French males. They take the law from the legislation pool, place it in front of them and place a cube on the 30-

The next player wants to shut down consideration of the law swiftly and plays an agent with ASSEMBLY power to call for a vote. The assembly voter dice are then rolled.

So the total vote before averaging is 44. This is higher than the 30- position so the proposal fails. The card is placed at the bottom of the Revolutionary Lawd deck.

Ending the Game

Option A: All ten Revolutionary Lawcards have been passed.

Option B: All ten Revolutionary Law cards have been voted on (in one of their forms)

Take the average of all the political position of all the Revolutionary Law cards that have been passed.

The winning faction is the one whose target political position is closest to the average of all the Revolutionary Laws.

Left faction: 70

Moderate faction: 50

Right faction: 30