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BARRICADES & BORDERS DOMESTIC POLICY PLAYSHEET

DOMESTIC POLICY	Responsibility: All
A general principle is that EACH of the Political level, Army Size, Army Technology level, Navy size, Navy Technology level, Industrial Level can only increase by one each turn and all changes take effect at the end of the turn.	

Revenue from Home Areas	Responsibility: Finance Minister
<ul style="list-style-type: none"> Each area of a state provides revenue equal to the current industrial level + the current political level A team may tax as if the Political Level were one higher than actual value but with an increased risk of Unrest. The team with the highest prestige may do so without penalty. 	

Revenue from trade agreements	Responsibility: Finance Minister
Type of Agreement	Value of the Agreement
Preferred Trading Partner	The sum of the Industrial levels of the two states x3
Favoured Trading Partner	The sum of the Industrial levels of the two states x2
Privileged Trading Partner	The sum of the Industrial levels of the two states

Revenue from Colonies	Responsibility: Finance Minister
When a colony is created, the Player team takes the Economic Value Card back to the team table; total the revenues from the cards.	

Revenue from Trade Concessions with the Celestial Kingdom	Responsibility: Finance Minister
When a Trading Concession is granted, the Player team takes the Economic Value Card back to the team table; total the revenues from the cards.	

Pay any Reparations as a result of a war	Responsibility: Finance Minister
Equal to 1/2 the victor's costs (round up)	

Pay to Maintain the Army						Responsibility: Finance Minister
Cost of an Army Corps	Military Technology Level					
	1	2	3	4	5	
	£2	£4	£6	£8	£10	
If a state is unable to pay the full cost, the army will have to be reduced to a size which is affordable. The technology level cannot be reduced.						

Pay to Maintain the Navy						Responsibility: Finance Minister
Cost of a Naval Squadron	Military Technology Level					
	1	2	3	4	5	
	£3	£6	£9	£12	£15	
If a state is unable to pay the full cost, the navy will have to be reduced to a size which is affordable. The technology level cannot be reduced.						

Spending on Railways	Responsibility: All
Each £10 spent on Railways extends and improves the network across one area. Maximum of one area per turn	

Spending on Social Improvement	Responsibility: All
<ul style="list-style-type: none"> This reduces the risk of Unrest Each £10 spent on Social Improvement reduces the risk of Unrest increasing by 1 	

Spending on Repressive Measures	Responsibility: All
<ul style="list-style-type: none"> Each £10 spent on Repressive Measures is the equivalent of deploying an army corps to suppress unrest 	

Check for Unrest	
Total Factors:	Value
Taxed at higher level (not if the highest prestige)	Political Level at which the tax was set
Social Spend	-1 per 10 spent
Industrial Level is higher than the Political Level	1 per level higher
At least one other state has a higher Political Level	1 (does not matter how many such states there are)

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Total factors from above	D6 score:	Effect
1	6	Unrest increases by 1 Level
2	5+	Unrest increases by 1 Level
3	4+	Unrest increases by 1 Level
4	3+	Unrest increases by 1 Level
5	2+	Unrest increases by 1 Level
6	1+	Unrest increases by 1 Level

The Effects of Unrest

UNREST LEVEL	Effect on Domestic Revenue	Effect on Armed forces	Effect on Prestige	
6	The mob is storming the Palace and Government Offices! Soldiers are joining them! It's a REVOLUTION!	-50%	Mutinies put half (round up) of the Naval Squadrons out of operation' Half (round up) of the Army Corps desert.	Prestige = 0
5	The country is almost at a standstill because of strikes and protests, large numbers of protesters gather in all public spaces	-30%	One Naval Squadron out of operation due to a mutiny' One Army Corps sent to suppress protests refuses to fire and takes no part.	-6
4	Large scale protests and political rallies; demands made for change	-20%	None	-4
3	Political associations formed, large numbers sign petitions, rallies held with speeches by radicals	-10%	None	-2
2	Localised instances of machine breaking and assaults on landlords	None	None	None
1	The lower class continue to toil away, content just to grumble	None	None	None

Suppression of Unrest

NOTE: Cannot be used the same turn as Political Reform is introduced.

- One or more Army Corps can be deployed to crush Unrest. The Cost is the cost to maintain an Army corps at the current Technology Level.
- Deployment of a number of Army Corps **equal to the Unrest level** will decrease the Unrest by 1 level.

Responsibility: All

Political Reform

NOTE: Cannot be used the same turn as Unrest is Suppressed

- Political Reform raises the Political Level by ONE and reduces Unrest by 2 levels.
- The cost of Political Reform is 5 x the current Political Level.

Responsibility: All

Check for an increase in Industrial Level

Roll 1d6: and **Add 1** to die roll if £10 spent to improve the railways this turn.

Current Industrial Level	Modified Die Roll	Effect
1	2+	Industrial Level increases by 1
2	3+	Industrial Level increases by 1
3	4+	Industrial Level increases by 1
4	5+	Industrial Level increases by 1
5	Not Applicable	Not Applicable

Responsibility: Team Control

- The Industrial Level **cannot** be more than **two** levels higher than the current Political Level.
- An increase in the Industrial Level **increases** Unrest by 1 Level

Improve the Armed Forces

There is **no cost** but note that the Maintenance Costs will be **higher next turn.**

Pick ONE of these two options	Result
Increase the size of the Army	The size increases by 1 Army Corps
Increase the Military Technology Level of the Army	The Military Technology Level increases by 1

Responsibility: All

Improve the Armed Forces

Pick ONE of these two options	Result
Increase the size of the Navy	The size increases by 1 Naval Squadron
Increase the Military Technology Level of the Navy	The Military Technology Level increases by 1

Responsibility: All

Purchase Influence Counters

Each played state gets **three** free Influence counters each turn. Additionally, up to three more may be purchased each turn at a cost of **£5 each.** Influence may be used

- To attempt to make a Minor State an Ally
- To increase the chance of being granted a Trade Concession by the Celestial Kingdom
- To attempt to persuade the home population to accept a change of objective

Responsibility: All

Arts & Culture

Monuments cost the total of the Political and Industrial Levels multiplied by 5.

Responsibility: All