

Hegemony: Lead Your Class To Victory

by Duck Gu

Concepts				
Game - played over 5 rounds + end-game scoring, each round has 5 phases	W	M	C	S
Loan - take only if forced to pay, NOT for optional (e.g. build company, buy not food, play card)	W	M	C	S
Component - only money unlimited, u/s & s worker are complementary	W	M	C	S
Workers - s slot = s worker, u/s slot = u/s or s worker; u/s and s workers are complementary	W	M		
Prosperity - gain 1 🍷/🍷 = +1 prosperity & +★=new value	W	M		
Machinery token - boost production, may lost when gained, ≠automated company			C	
Revenue & Capital - Rev. = gain/spend, Cap. = loan/interest/stated, as complement			C	

Phase 1 - Preparation (skipped first round)

Move Round Marker

Pay Interest on Loans - ¥5 per loan	W	M	C	S
Drop Prosperity - WC = -1 🍷, MC = -2 🍷	W	M		
Reveal Events & Political Agenda (4P) - replace cards with new ones				S
Draw Action Cards - 5 new cards (+2 leftover = 7 total)	W	M	C	S
Reveal New Companies - discard any + draw up to 3 (MC) or 4 (CC)		M	C	
Draw Business Deal & Export Card - discard any + draw 1-2 Business Deals; replace Export	6		C	
Get Workers & Adjust Pop - WC = 2 u/s, MC = 1 u/s + 1s, each draws 1-2 immigration	7	W	M	

Phase 2 - Actions (5 turns, turn order = WC-MC-CC-State)

One Main Action/turn - use card for effect OR one Basic Action (see Actions table)	W	M	C	S
One Free Action/turn - 1x per turn before or after Main Action (see Actions table)	W	M	C	S

Phase 3 - Production (reverse turn order)

Produce Goods & Services - pay/stand workers, produce → storage (excess to FTZ), WC = 1 🍷/TU	W	M	C	S			
Cover Needs - spend 1 food per Population (from G&S/storage → buy → loan)	W	M					
IMF Check - State loans >= Fiscal Policy maximum, and can't pay off by ¥55 → IMF	1			S			
Pay Taxes - inc (WC pop.* / MC !cos.*), emp=op.*TM (MC/CC), corp (CC) → ¥ to State	2	3	4	5	W	M	C

Phase 4 - Elections

Refill Bag - WC = half Population, CC = half operational companies, MC = max of two (all r/u)	W	M	C	
Gain Influence - based on 🍷 per lowest Legitimacy				S
Carry Out Elections - execute each Policy separately (see Elections table)	W	M	C	S

Phase 5 - Scoring

2★ per Trade Union	W
1 🍷 (and ★) if current prosperity < own fully operational companies (2 workers)	M
Revenue → Capital, ★ per wealth track based on Capital + 3★ per step increased (if any)	C
Penalty for Event (no action), ★ per 2 lowest Leg. → drop ½, r/u → add Leg. from tokens, ★ per Agenda	S

End-Game Scoring

Repay Loans	Remaining ¥	Remaining Resources	Aligned Policies	
¥55/loan (-1★/¥5 unpaid, r/u)	1★/¥10 (to 15★)		A Policies: 1/4/8/12/18	W
¥55/loan (-1★/¥5 unpaid, r/u)	1★/¥15	1★/2 food + 1★/3 others (no 🍷)	B Policies: 1/3/6/10/15	M
-5★ for each loan		1★/2 food + 1★/3 others (no 🍷)	C Policies: 1/4/8/12/18	C
¥55/loan (-1★/¥5 unpaid, r/u)	1★/¥30	1★/2 food + 1★/3 others (Media 🍷)		S

Winner - Most VP

- 1 - Most Policies (WC = A Policies, MC = B Policies, CC = C Policies, State = matching Political Agenda)
- 2 - State wins (if among the tie) / player wins (have most voting cubes)
- 3 - Share Victory

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Basic Actions							
Propose Bill - place bill (not proposed) +/- 1 step (optionally spend 1  → carry out election)							
Apply Political Pressure - add 3 cubes to bag							
Sell to Foreign Market - 1x per trans (MC = 1★ per trans, State = only sell goods)							
Assign Workers - 1-3 n/c workers → commit (new Company all slots/WC Trade Union - always 4)							
Buy Goods & Services - up to Pop./source (1 type, 2 sources); MC storage to G&S free							
Build Company - pay ¥ → set wage + workers [CC = UW 1C slots, MC = MC (must) + UW WC (if)]							
Sell Company - company without committed workers → gain ¥ + workers to UW							
Strike - 1-2 Strikes → companies (u/c, L1,2) → L3 or no production (MC = just no bonus) & 1  each							
Demonstration - UW - available slots >=2 → WC + 1  , others -★=UW+TU (ONE up to empty cos.)							
Extra Shift - company with n/c MC (+ n/c WC) → commit + produce (pay WC) [+ c WC, no wage & bonus]							
Make Business Deal - pay ¥, goods to storage (+ tariffs)/FTZ, discard Deal							
Lobby - pay ¥30 from Capital → gain 3 							
Event Action - execute (spend: can't buy; provide: can buy, discard previous items), gain rewards, discard Event							
Meet with a Party's MPs - give 2 personal  to class → +1 its Legitimacy							
Extra Tax - take ¥10 from each (loan) → -1 Legitimacy to 2 lowest Leg.							
Campaign - up to 3x media  → personal 							

Free Actions							
Pay Off Loan - ¥50 (CC: from Capital) → discard loan (max. 1/action)							
Receive Benefits (4P) - take State Benefits (any voting cubes to bag) → State gains 1★							
Adjust Wages - raise = commit, committed = can't lower							
Use Healthcare - (from G&S) spend 1x Population → 1  /  + 2★ + u/s to UW							
Use Education - (from G&S) spend 1x Population → 1  /  + upgrade 1 worker to skilled							
Use Luxury - (from G&S) spend 1x Population → 1  / 							
Swap Workers - skilled worker(s) in u/s slot  UW worker(s) (keep committed or n/c)							
Adjust Prices - any/all prices, any value							
Give Bonus - an operational company, ¥5 to class → commit							
Buy Storage - ¥20 → storage tile beneath a resource (max. 1 tile per action/resource)							

Elections	
1 - in turn order, each player votes  (in favor) or  (against)	
2 - draw 5 cubes from bag (if no cubes to draw, Refill Bag twice without giving  to State) → assign to  or 	
3 - announce total  → secretly spend any  and reveal simultaneously (State = personal ) → assign to  or 	
4 - Pass ( >= ) = move policy marker + proposer 3★ + supporter with 1+ vote 1★; Fail ( < ): move on next	
5 - discard all  + winning cubes, losing cubes to bag, update board state (if needed); return player bill markers	

Politics Table	
1 - Fiscal Policy (PC, IMF) build PC = UW 1C slots (commit), sell PC (u/c or c) = gain ¥ + workers to UW	
2 - Labor Market (wage) must adjust wages	
3 - Taxation (tax) must adjust TM = base value + Welfare TM modifier (A=double, B=normal, C=no effect)	
4 - Welfare State: Health & Benefits (price and TM) may adjust price, State bonus (A=+1 Leg./3 sold, B=1★)	
5 - Welfare State: Education (price and TM) may adjust price, State bonus (A=+1 Leg./3 sold, B=1★)	
6 - Foreign Trade (tariffs and business deal) must adjust import, may adjust price	
7 - Immigration (new worker) players separately, used cards → bottom deck	

IMF Intervention	
1 - discard bills (each provides 1  to proposer)	
2 - change politics table (1C 2C 3A 4B 5C 6B 7B) & apply effects (*all wages to L1)	
3 - pay off loans (¥55/loan, discard all unpaid loans)	
4 - lose Legitimacy (all Leg. to half, r/u)	