CANADIAN "CIVIL WAR"

LA GUERRE DE LA SÉCESSION DU CANADA

RULES OF PLAY

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Résumé des Règlements
On November 15, 1976 Rene Levesque was elected Premier of Quebec in an election that stunned the Liberal Party as much as the election of Menachim Begin in Israel stunned the Israeli Labour Party in 1977. While M. Levesque campaigned primarily against the inefficiencies of the administration of the incumbent Robert Bourassa, the separatist program of the Parti Quebecois underlay the entire campaign.

How To Read This Rules Booklet

The Canadian Civil War Rules are divided into Major Sections, each of which is numbered with a whole number (1.0, 2.0, etc.). Each Major Section has a General Rule, a Procedure (if applicable), and Cases.

The General Rule is a description of how the rule operates in game terms. It contains none of the qualifications or subtleties of the rule, but explains essentially what the rule is about.

The Procedure explains in a step-by-step manner how the game equipment is manipulated in order to perform the mechanics of the General Rule.

The Cases are an arrangement of the qualifications and subtleties of the rule. These Cases are numbered decimally to reflect the Major Section to which they apply. For example, Major Section 6.0, Movement, is divided into Cases 6.1, 6.2, and so forth. In some instances, the Cases themselves are divided into Secondary Cases by going to a second decimal place (e.g. 6.21 and 6.22). When a cross-reference is made in the rules, this numbering system is used. The number reflects where the rule is in the organization of the rules.

Section 1.0 is the Introduction. This section describes what the game is all about and something of how the game is played. Also included in Section 1.0 is the Introduction to the Game Terms. This section is particularly important, since many of the concepts and terms have not appeared in previous games. It also contains some terms which are peculiar to the situation we are simulating, which may be unfamiliar to many non-Canadians.

Section 2.0 is a description of the Game Components and a brief description of how they accommodate the game mechanics.

Section 3.0 is Setting Up the Game. This section describes in a step-by-step manner how to go about preparing to play a game.

Section 4.0 is the Sequence of Play. This section provides a general description of how the game operates, and then gives a more detailed description of each step. This is the most important section for understanding the rules, since it is this section that puts the whole of the rest of the rules into a logical sequence. For the Player's convenience, a summary of the Sequence of Play is printed on each Chart/Deployment Sheet.

Sections 5.0 through 11.0 are detailed descriptions of the various game mechanics.

Section 12.0 contains the Scenarios. Each Scenario is divided into four parts. The first part deals with the distribution of Pieces at the beginning of the game. The second part is the number of Political Opportunity Cards a Player receives at the beginning of the game. The third part includes any special rules for that particular scenario. The last part concerns the victory conditions for that scenario.

Note: Players are designated in Canadian Civil War by the color of the pieces each uses throughout the political game.

On page 2 is an outline of the Major Sections and the Primary Cases associated with them. Players may wish to use this outline as a quick reference as to where a given piece of information may be found.

[1.0] INTRODUCTION

[1.1] GENERAL DESCRIPTION OF THE GAME

Canadian Civil War is a three or four Player simulation of Canadian politics in the past, present, and future. Each Player represents a general political outlook or school of thought. The object of the game is for a Player to attain political ascendancy for his particular element. In game terms, the Players must gain control of "issu" to win. Each Issue in the game represents a concern that is more or less basic to Canadian politics today.

At first glance, the rules to Canadian Civil War may seem exceptionally long and complex. Once the basic mechanics of the game are mastered, however, Players will see that the game is actually quite simple and enjoyable. Various sections of the rules — such as this Introduction, Game Components, Setting Up the Game, and the Sequence of Play — provide brief, easily mastered overviews of essential game concepts. The best way to learn the game is to read the rules once with the game components laid out in view. After reading each section, follow the examples provided and perform the functions just described. Once the rules have been gone through completely, Players should play the game once or twice, referring to the rules as often as necessary. It will take only a few trial playthroughs to master the mechanics of the game, and then Players can concentrate on the strategy, political maneuvering, and negotiations that make Canadian Civil War the endlessly entertaining and unpredictable contest that it is meant to be.

[1.2] GAME TERMS

This introduction to Game Terms is an integral part of the rules. Because of the game's unique subject matter and the fact that it involves many new game concepts, Players should read this section before reading the rules.

[1.2.1] The Players

There are either three or four Players in a game of Canadian Civil War. Each Player is represented by one color on the display and by one complete set of Political Pieces of the same color.

The Federalist Player (Red) represents the school of thought that the North American Confederation should be restructured to emphasize the Federal Government over the provincial governments.

The Provincial Moderate Player (Orange) represents the status quo — the people who have made the present system and who want no drastic realignments of power forces.

The Provincial Autonomist Player (Green) represents the people who think that the Federal Government sticks its nose into too many places it has no business sticking it.

The Separatist Player (Blue) represents the people who think that the cultural, linguistic, and political differences are too great to support a federal government and therefore that the entire confederation should be replaced by an economic community rather like the European Economic Community.
The Crisis Zone is used to call Issues and Active Pieces into an unprotected state. It exerts negative effects relative to the Home Areas during Contesting and Elections. It is also where Issues become Uncontrolled for First Player Determination.

For movement purposes, the Display is divided into squares. There are two types of squares: Regular Squares and Control Point Squares. Regular Squares are used for movement purposes only. They are the Home Area for the Pieces whose color corresponds to theirs. Control Points are used to control the Pieces without their being stacked with a Constituency. Adjacent squares between which Pieces are eligible to move are connected by Paths. These Paths run only from the side of a square to the side of another square — never from corner to corner.

The Pieces

There are two varieties of Pieces: Political Pieces and Military Units.

The Political Pieces represent the Political Forces and Issues extant in Canada today. There are two varieties of Political Pieces: Passive Pieces and Active Pieces.

The only Passive Pieces are the Issues. The Issues are Pieces which represent causes for concern in the minds of the Canadian People. The object of this game is to control these Issues. Issues are called ‘passive’ because they cannot be moved without being stacked with a specific type of Active Piece.

There are five varieties of Active Piece: Constituency: Interest Groups; Civil Servants; Premiers; and the Prime Minister. Each of these Pieces can move and contest independently of any other Piece on the display.

Constituencies represent blocks of voters. They are used to control Issues.

Interest Groups represent organized pressure groups, business groups, voting blocks, and various other organizations.

Civil Servants represent the Governmental departments, the cabinet posts and the bureaucracies behind them.

Premiers represent the Provincial Governments, both executive and legislative branches.

The Prime Minister represents the Head of Government in Canada.

There are two types of Military Units: Military Units and Federal Military Units. These Units are used only during a National Emergency.

Federal Military Units are the units of the Regular Canadian Armed Forces.

Militia Units are the Reserves of the Canadian Armed Forces.

Some of the Military Units are marked "F". These are Francophone Units, which means that French is the official language of the Unit.

The Cards

The Political Opportunity Cards (POC) represent the random events in the political situation. There are three types of POC: Crisis Cards, Event Cards, and Election Cards.

Crisis Cards are used to call Issues into the Crisis Zone. They represent the capacity to unsettle a particular Issue.

Event Cards represent the miscellaneous events which change the political alignments from time to time.

Election Cards are used to bring about elections. They can represent anything from a vote of no-confidence to a legislature’s term running out to just the political malaise that causes a government to dissolve itself before too many votes are lost.

The Functions

First Player Determination is the way in which the First Player for any given Game-Turn is determined.

Control comes in two varieties. When an Active Piece is being controlled, it refers to the allegiance of that unit — its color. It is controlled by the Player whose Home Area matches that of the Piece. When a Passive Piece is being controlled, it refers to it being either stacked with a Constituency or placed on a Control Point. Control of an Issue Piece is changed by physically placing it beneath a Constituency Piece.

Active Pieces change their allegiance by Shifting or Turning toward a different color. This is accomplished by physically exchanging a Piece of one color for its companion Piece of another color.

Calling an Issue into the Crisis Zone (or calling the Issue) is accomplished by physically placing the Issue and every Piece stacked with the Issue into the Crisis Zone.

A Block is an attempt to keep an Issue from being called into the Crisis Zone by using the National Debate rules.

National Debate is conducted through a series of Votes. This entails polling each Player on where he stands on various propositions that arise during the game (primarily attempts to block or call an Issue), then weighing each Player’s vote with the number of Constituencies he controls.

Movement is physically moving a piece through the squares. Movement is quantified with a Movement Allowance which is expressed in Movement Points. One Movement Point is the capacity of a Piece to enter one square. Therefore, the Movement Allowance is the number of squares a Piece can enter during its controlling Player’s Movement Phase.

Contesting is a matter of bringing political pressure to gain control of Issues and to convert Active Pieces to your own allegiance.

Strength is the numerical quantification of a Piece’s ability to influence the action of the game. There are two kinds of strengths in this game. On the front of the Political Pieces is the Contesting Strength. The Contesting Strength represents the political influence of each Piece. On the back of the Political Pieces and on both sides of the Military Units is the Combat Strength. This represents a Piece’s capacity to cause a riot, avoid arrest, or fight. A Parenthesised Strength — e.g., (1) — means that the strength can be used only for defensive purposes...

National Emergency is a special six-Turn Cycle which is fought as a military action. Refer to the complete rules, Section 10.0, for further information.

A Riding is the Canadian equivalent of a Congressional District.

A Francophone is a French speaking Canadian.

An Anglophone is an English speaking Canadian.

Forming a Government is the way a parliamentary system chooses its head of Government, either the Premier of a Province or the Prime Minister of the Country.

The Display

The Game Display is divided into four Home Areas and the Crisis Zone.

The Home Areas are used to protect Political Pieces from the effects of Contesting, and Elections. Each of these areas is divided into 3 sections, which represent the degrees of protection the Home Area exerts. These sections are the Administrative Section, the Legislative Section, and the Grassroots Section.
On the edge of the Display, each Player has two tracks—one to keep track of the number of Issues a Player controls and one to keep track of the number of Constituencies a Player controls. These are merely play aids to speed up the adjudication of Elections, First Player Determination, and National Debate. Their use is purely optional.

### [2.2] THE PLAYING PIECES

Examine the sheet of die-cut counters (do not punch them out until you have examined the rules). These counters are Political Pieces and Military Units, and they represent the men and organizations involved in Canadian politics today. There are five types of Political Pieces. Four of these types are referred to as Active Pieces, and one type is referred to as Passive Pieces. Issues are the Passive Pieces. They are printed on both sides—on one side in English and on the other side in French. Either side of an Issue may be used.

**Sample Issues (front):**

- Language
- Tax
- Media
- Tariff
- Industry
- Education
- Foreign Policy

Active Political Pieces include Constituencies, Premiers and the Prime Minister, Civil Servants, and Interest Groups. These pieces are also printed on both sides. However, only the “front” side is used in the Political Game.

**Sample Constituencies (front):**

<table>
<thead>
<tr>
<th>Province Abbreviations:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ont = Ontario</td>
</tr>
<tr>
<td>Nbr = New Brunswick</td>
</tr>
<tr>
<td>Mnt = Manitoba</td>
</tr>
<tr>
<td>Alb = Alberta</td>
</tr>
<tr>
<td>Qbc = Quebec</td>
</tr>
<tr>
<td>PEI = Prince Edward Island</td>
</tr>
<tr>
<td>Sas = Saskatchewan</td>
</tr>
<tr>
<td>Bcb = British Columbia</td>
</tr>
<tr>
<td>Nfi = Newfoundland</td>
</tr>
<tr>
<td>Nvs = Nova Scotia</td>
</tr>
</tbody>
</table>

**Sample Civil Servants (front):**

- Commerce 2
- Labor 1
- Finance 2
- Agriculture 1
- Hlth-Wf 2
- Justice 1

**Abbreviation: Hlth-Wf = National Health & Welfare**

**Sample Interest Groups (front):**

- Wood 2
- Auto 5
- Chemical 5
- Intelect 5
- Francoph 5
- Clegr 5
- Co-op 5
- Farmers 5
- Transport 5
- Petro 5
- Unions 5
- Hydro 5

**Abbreviations: Intelect = Intellectuals; Francoph = Francophones; Transport = Transportation; Petro = Petroleum; Hydro = Hydro-Electric Power**

Each Player also has two Markers, used to keep track of how many Issues and Constituencies he controls on the Game Display tracks.

**Sample Markers:**

<table>
<thead>
<tr>
<th>Issues</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
</tr>
</tbody>
</table>

**Sample Premier and Prime Minister (front):**

**Political Opportunity Card nr. 04**

**EVENT:**

Poll Shows New Confidence in Government

**EFFECT:** Contest Strengths of all Civil Servant pieces are doubled for current Player-Turn.

**Sample Francophone Federal Military Unit:***

**Sample Francophone Militia Unit:**

**Sample Francophone Federal Military Unit:***

**Sample Francophone Militia Unit:**

**2.3 THE CARDS**

Examine the Political Opportunity Cards. There are three types of these cards, each labeled at the top. Event Cards describe miscellaneous events and their effect on the Game.

**Political Opportunity Card nr. 19**

**ELECTIONS CALLED IN**

British Columbia

**Crisis Cards** call for a Crisis and then name an Issue.

**Political Opportunity Card nr. 36**
[2.4] INVENTORY OF GAME COMPONENTS

A complete game of Canadian Civil War includes:

One Game Display
One die-cut Counter sheet (400 pieces)
One Rules booklet
Four Chart/Deployment sheets (identical)
One deck Political Opportunity Cards (56)
One Plastic Die
One Box/Cover sheet assembly

If any parts are missing or damaged, please write:
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope and phrased to be answered by a simple one word answer. Send rules questions to the above address marked: "Rules Question: Canadian Civil War."

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[3.0] SETTING UP THE GAME

There are two "versions" of Canadian Civil War called scenarios. One of these scenarios is designed for three Players, and the other involves four Players. The three-Player scenario is also more limited in scope, as it involves only one Province. Players should turn to Section 12.0 for information on such things as Initial Deployment, Special Rules, and Victory Conditions for the particular scenario being played.

1. Once the scenario to be played is determined, Players must decide who will represent each Political View. Players can be randomly assigned to Political Views by the simple method of "drawing lots" (i.e., one counter of each of the Political View's colors can be placed in a cup and drawn blindly one at a time by each Player).

2. After seating themselves around the Game Display, with each Player near his own Home Area, the Players should turn to Section 12.0 to the proper scenario. The Issues that are to be used in that scenario are distributed randomly, again by blind draw from a cup. In the three-Player scenario, each Player receives 3 Issues; and in the four-Player scenario, each Player draws 6 Issues. Whichever scenario is being played, there will be one Issue left over. This Piece is placed face-up in the Crisis Zone. Players are free to examine what Issues they themselves have selected, and it is up to each individual Player whether he will disclose his Issues to the other Players or keep them secret.

3. Each Player next takes the Pieces assigned to him by the scenario and arranges them front face-up however he sees fit in his Home Area. Note that the maximum number of Pieces that can be placed in a single square is 2 Active Pieces and 1 Issue. Further, no more than 1 Issue may ever be in a single square. If a square contains no Issue, the maximum number of Active Pieces that can be placed in that square is still 2.

4. Finally, each Player is allotted a specific number of Political Opportunity Cards. These Cards are shuffled and dealt to each Player in the quantities dictated by scenario. The cards remaining after distribution are left in the "deck" and laid face-down within easy reach. The Players may look at their own Cards, but they will certainly want to keep secret from the other Players what they have been dealt.

Canadian Civil War is now ready to begin. A first Player for the first Game-Turn must be selected (see Case 4.2), and then play proceeds.

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[4.0] SEQUENCE OF PLAY

COMMENTARY:

Once the Players have acquainted themselves with the major aspects of the game and have examined the various game components, they should set up the game according to Section 3.0. Now they are ready to play. This Section outlines the general course and specific sequence of activity in Canadian Civil War.

CASES:

[4.1] GENERAL COURSE OF PLAY

Canadian Civil War is played in Game-Turns, interspersed with First Player Determination Inter-Phases (which is simply the process by which one Player is assigned to go first). Each Game-Turn is divided into three or four Player- Turns, depending on the scenario that is being played. Once the game is set up and the order of play established, the first Player-Turn ensues. Each Player-Turn comprises four Phases during which various activities take place, and play proceeds through all four Phases for each Player until everyone has had a Player-Turn. Play then reverts to the First Player Determination Inter-Phase, and a new Game-Turn commences.

[4.2] FIRST PLAYER DETERMINATION INTER-PHASE

Before the first Game-Turn, the Players must determine who is the first Player. Each Player should roll the die once, and the Player rolling the highest number is designated as the first Player for that Game-Turn. (In case of a tie, roll again.) Once the first Player is determined, the order of play is established by proceeding clockwise around the Game Display.

Immediately before each Game-Turn the first player is determined on the basis of Issues controlled. Whoever controls the greatest number of Issues is the first Player for the ensuing Game-Turn. (In case of a tie, roll a die.)

[4.3] GAME-TURN

Each Game-Turn consists of three or four Player-Turns, depending on the scenario being played. The Player whose Player-Turn is in progress is referred to as the Phasing Player, and all other Players are referred to as Non-Phasing Players. Each Player-Turn is divided into four separate Phases. These Phases occur in the following sequence:

1. Political Opportunity Phase

During this Phase, the Phasing Player draws 2 Political Opportunity Cards, which he adds to those already in his possession. He may now play any Crisis and/or Event Card(s) he holds. Any Card(s) played take effect immediately. Also during this Phase, any Non-Phasing Player may attempt to prevent a Crisis Card from taking effect. The Phasing Player may attempt to call an Issue into the Crisis Zone without playing a Crisis Card. See Section 5.0, Political Opportunity, for details.

2. Movement Phase

The Phasing Player may now move any or all of his Pieces that are capable of Movement up to the full extent of their Movement Allowances, within the restrictions of the rules for Movement. See Section 6.0, Movement, for details.

3. Contest Phase

The Phasing Player may attempt to Contest Control of any Issue(s) and opposing Piece(s), within the restrictions of the rules for Contesting. See Section 7.0, Contesting, for details.

4. Election Phase

The Phasing Player may now reveal his Election Card(s), calling for National or Provincial Elections. See Section 8.0, Elections, for details. Once the first Player's Turn is completed through all four Phases, play proceeds to the next Player in clockwise sequence. When all Players have had their Player-Turn, play reverts to the next First Player Determination Inter-Phase, and a new Game-Turn commences.

Note: This sequence of play may be interrupted and terminated at any time by an attempt to create a National Emergency.

[4.4] NATIONAL EMERGENCY CYCLE

At any point during the game, some Player may attempt to declare a National Emergency. A National Emergency in Canadian Civil War has an effect similar to that of an actual political catastrophe of some sort occurring within a nation. The orderly sequence of normal events is severely disrupted. In the game, a call for National Emergency terminates normal play immediately — right in the middle of whatever is happening. The Players then determine whether a National Emergency exists in fact occur. If it does not, the game is over; if it does, play reverts to the special National Emergency Cycle for a specified number of Turn. Either way, a call for a National Emergency is a very drastic measure. See Section 10.0, National Emergency, for details.

[4.5] GAME LENGTH

Barring the special circumstance of National Emergency, the game continues until any one Player meets his Victory Conditions as specified in the scenario being played. Victory Conditions are based on the Control of various Issues. See Section 12.0, Scenarios, for details.

[4.6] SETTLING DISPUTES

Canadian Civil War simulates a vast and intricate political situation; and, although the rules are written to cover as many contingencies as possible, there are bound to be certain areas in which disputes will arise — just as in real government. When such a dispute over rules does arise, each Player should be allowed to present his opinion. Players should then ally themselves with whomever shares their own opinion. Each ad hoc alliance then counts the Constituencies under its Control, and the stronger side wins.

This method — and any variations that may become necessary to account for three-way splits, etc. — will solve problems in a manner that at least somewhat reflects the machinations of politics, which is what the game is all about. Players must refrain, however, from hanging up on and trying to outvote the game system itself. Players may not vote to stack the deck, for instance.
[5.0] POLITICAL OPPORTUNITY

GENERAL RULE:
The first Phase of the Player Turn is the Political Opportunity Phase. At the beginning of this Phase the Phasing Player draws two Political Opportunity Cards from the stack. The player may then play any or all Crisis and/or Event Cards in his hand.

PROCEDURE:
At the beginning of the Political Opportunity Phase, the Phasing Player draws two POC's and adds them to his hand. He may then play either a Crisis Card or an Event Card. He does this by announcing which card he is playing and placing the card in the discard pile. He then requests any information that is needed. For example, if a Player wishes to play a Crisis Card he announces that he is calling a Crisis in Industry and asks who has an Industry Issue. Each Player then reveals whether he has an Industry Issue and what is stacked with it. Once the Industry Issues are revealed, then the Player who played the Crisis Card takes one and every Piece stacked with it and places them in the Crisis Zone. If an Event Card had been played, the Player announces which Card it is and what effect it has (reading the information on the Card). All POC's take effect immediately upon being drawn, and their effects last throughout the Player-Turn. Once the Political Opportunity Card deck is completely depleted, the discard pile is reshuffled and turned face-down to become the new deck.

CASES:
[5.1] ACTIVE AND PASSIVE PIECES
There are two types of Pieces used in the game (aside from the Military Units which are used only in the National Emergency Cycle). The Active Pieces are Constituencies, Interest Groups, Civil Servants, Premiers and Prime Minister. The Passive Pieces are the Issue Pieces. Each of these types of Pieces is controlled in a different manner, and each passes from the control of one Player to another in a different manner.

[5.11] Active Pieces
Each Player has a complete set of Active Pieces which match the color of his Home Area. A Player controls Active Pieces of his own color. During the course of the game, Active Pieces change their allegiance among the Players; that is, they may be replaced by an identical Piece of a different color. This happens when an Event Card calls for a "shift," when an Election result is a number, or when a "C" or "D" result is received during a Contest.

Example: An Active Piece controlled by the Federalist Player (Red) could come under the control of either the Provincial-Moderate Player (Orange) or under the control of the Provincial-Autonomist Player (Green) simply by exchanging the Red Counter for that Piece with an Orange or Green counter.

[5.12] How Active Pieces Change Color
An Active Piece always changes color in the direction of another color.

Example: A Red Piece that is required to change color toward or shift toward Blue would be exchanged for either an Orange or Green Piece, depending on whether it was required to shift one or two colors. (Note the terms "change in the direction of" and "shift," do not refer to a change in location on the Game Display; the terms refer only to a change in Political Viewpoint.)

An Active Piece may never change directly from Blue to Red or vice versa. It must always pass through Orange and/or Green. If a Player receives a result on the Contest Table that calls for a color shift, control of the Active Piece being shifted never passes beyond the color of the successful Contestor.

Example: If the Orange Player receives a C-2 result against the Green Player, the Green Active Pieces being contested will shift only one color — to Orange — rather than the two colors called for.

Summary of Color Shifts
When a Blue Piece shifts one toward...
Red, it becomes Green
Orange, it becomes Green
Green, it becomes Green
When a Blue Piece shifts two toward...
Red, it becomes Orange
Orange, it becomes Orange
Green, it becomes Green
When a Green Piece shifts one toward...
Red, it becomes Orange
Orange, it becomes Orange
Blue, it becomes Blue
When a Green Piece shifts two toward...
Red, it becomes Red
Orange, it becomes Orange
Blue, it becomes Blue

When an Orange Piece shifts one toward...
Red, it becomes Red
Green, it becomes Green
Blue, it becomes Blue
When an Orange Piece shifts two toward...
Red, it becomes Red
Green, it becomes Orange
Blue, it becomes Orange

[5.13] Controlling Passive Pieces
The object of Canadian Civil War is to control Issues. Issues are the only Passive Pieces in the game. They perform no function unless they are controlled by either a Constituency or are placed on a Control Point in the Controlling Player's Home Area.

An Issue can be controlled in two ways:
A. An Issue is controlled by placing a Constituency Piece on top of it. Only the Constituency directly above the Issue is said to be controlling that particular Issue Piece. If the control of a Constituency Piece that in turn controls an Issue changes from one Player to another (see Case 5.11) then control of the Issue passes with control of the Constituency.
B. Issues may also be controlled by placing them on a Control Point. These are certain designated squares where an Issue is controlled without being stacked with a Constituency. These squares control the Issue for every purpose except movement. In all other respects, Control Points are just like Regular Squares. Issues controlled by a Control Point can move off the Control Point only by either transferring Control for that Issue to a Constituency or through play of a Crisis Card.

Note: If an Issue is stacked with both a Constituency and a Control Point, control is exerted by the Constituency.

[5.2] POLITICAL OPPORTUNITY CARDS

[5.21] Crisis Cards
Crisis Cards are used to call Issues into the Crisis Zone. They are played during the Political Opportunity Phase. When a Crisis Card is played, the Phasing Player asks which Players control the Issue referred to by the Crisis Card. He then chooses one of these Issues and moves it — together with any Pieces stacked with it — into the Crisis Zone. If all the Issues referred to by the Crisis Card are already in the Crisis Zone, the Crisis Card has no effect and is discarded.

Note: The effects of a Crisis Card being played may be nullified by National Debate (see Case 5.4).

[5.22] Event Cards
Event Cards refer to miscellaneous events that affect the control of placement of Active Pieces. They are played during the Political Opportunity Phase and take effect immediately. Each Card explains its effect individually. All Event Cards calling for a shift refer to an Active Piece changing its allegiance as described in Case 5.12. If certain pieces are required to go to a specific section or area, then they are physically moved to that area or section. All Constituencies carry the Issues they are controlling with them, and Pieces may ignore stacking limitations if necessary. If Active Pieces are halved or doubled, that means that their Controlling Strength is either halved or doubled for that Player-Turn.

[5.23] Election Cards
Election Cards are stacked with the Crisis and Event Cards but are not played until the Election Phase (see Section 8.0).

[5.24] Playing POC's Out of Turn
Any Player may, at the option of the Phasing Player, play any Political Opportunity Cards in his hand during either the Phasing Player's Political Opportunity Phase or Election Phase.

[5.3] THE CRISIS ZONE
The Crisis Zone is in the center of the Game Display. It is considered to be one large square for Controlling purposes, and all squares adjacent to it, except those off its corners, are connected to it by Paths.

[5.31] All Issues in the Crisis Zone that are stacked with a Constituency count as controlled for movement purposes only (never for purposes of First Player Determination or Elections).

[5.32] If an Issue is called into the Crisis Zone without being controlled by a Constituency, the Issues and all the Pieces stacked with it must be contested in order to return them to the control of any Player.

Example: The Federalist Player (Red) controls the Taxation Issue on a Control Point. The Issue is stacked with the National Health and Welfare Piece (NH&W), which is a Civil Servant Piece and cannot control the Issue on its own. The Orange Player (Provincial-Moderates) plays a Crisis in Taxation Card, and the Taxation Issue is called into the Crisis Zone. The Issue is not under the control of any Player and therefore cannot move out of the Crisis Zone. The NH&W piece cannot unstack from the Issue Piece (see Case 5.34) and therefore cannot move out of the Crisis Zone. The only way that any Player — including the Red Player — can get all the Issue and the NH&W Piece out of the Crisis Zone is to Contest Control of it.
Note: In Canadian Civil War, it is necessary at times to contest Control of your own Pieces. This because if an official or lobbyist gets embroiled in a Crisis of some sort then the school of thought the official espouses must exert pressure in order to extirpate that official from his predilection.

[5.33] Pieces, either Active or Passive, may enter the Crisis Zone only on the play of a Crisis Card or through National Debate. Pieces may, however, move out of the Crisis Zone using normal movement (Exception: see Case 5.32).

[5.34] A Player may not unstack pieces in the Crisis Zone, except in the case of Displacement (see Case 6.4). This means that non-Constituency Pieces which are stacked with an Issue when they are called into the Crisis Zone may not abandon that Issue and move out of the Crisis Zone. They are not controlling that Issue, and thus they cannot move the Issue out of the Crisis Zone (since they cannot move out of the Crisis Zone without unstacking from the Issue).

[5.35] All Pieces in the Crisis Zone are subject to Election and Event cards, except that a Piece cannot be moved out of the Crisis Zone on the play of an Event Card.

[5.36] The only way an Active Piece can be contested in the Crisis Zone is if it is stacked with an Issue.

[5.37] No Pieces in the Crisis Zone may Contest; they can only defend against a Contest.

Note: Players should place uncontested Issues in the corner of the Crisis Zone nearest the Home Area from which they are called (see Case 7.28).

[5.4] NATIONAL DEBATE

National Debate is the procedure by which a Player protects his Issues from being called into the Crisis Zone. It is also used to call Issues into the Crisis Zone without having to use a Political Opportunity Card. National Debate is conducted with "votes." Each Player states whether he is for or against having a specific Issue called into the Crisis Zone. He then counts his Constituencies and compares this number with the total of the other Player's Constituencies (whether they are for or against). The side with the most Constituencies wins. This rule is also used to adjudicate rules disputes (see Case 4.5).

[5.41] Whenever a Phasing Player plays a Crisis Card, the Player whose Issue is being called into the Crisis Zone may attempt to keep that Issue from being called into the Crisis Zone. This is called blocking. The Player who owns the Issue being called into the Crisis Zone — or any other Player — states that he wishes to block. The Players then vote on whether to block or to not block. Everyone who does not remain neutral (abstain) then calls their Constituencies. The side with the most Constituencies wins. This procedure applies to calling up an Issue without a Crisis Card. The Phasing Player announces that he is trying to call up a specific Issue, and the Player controlling that Issue then consults with the other Players and a vote is taken. A player may always choose to abstain on any vote.

Example: The Federalist Player (Red) wishes to call the Provincial-Moderate (Orange) Player's Industrial Issue into the Crisis Zone. The Orange Player announces that he is trying to block. The Red Player has 13 Constituencies. The Orange Player has 10, and the Provincial-Autonomist Player (Green) joins the latter in making the block. The Green Player has 8 Constituencies so the Issue is not called into the Crisis Zone. The Blue Player remained Neutral in this instance.

[5.42] Only one block is permitted per Player-Turn. This means that once a Player has announced that he is attempting to block an Issue being called into the Crisis Zone, no other Player can attempt a block until another Player has his Player-Turn. This rule applies whether or not the block is successful.

[5.43] Once a Crisis Card is played, it is considered spent, whether it has successfully called a Piece into the Crisis Zone or not.

[5.44] Only one attempt to call an Issue into the Crisis Zone without playing a Crisis Card is allowed per Player-Turn. This applies whether or not the attempt is successful.

[5.45] A Player may not call one of his own Issues into the Crisis Zone and then block it in order to use up the one block per Player-Turn maximum.

Note: Case 5.45 is typical of the kind of contingency mentioned in Case 4.6 (Settling Disputes). There are likely to be numerous occasions in the course of playing Canadian Civil War when the letter and/or spirit of the rules may be in doubt. While not an intention of the design, per se, such ambiguities are quite similar to the confusion that can permeate the political scene. In such cases, use the rules as your guideline; resolve any suspected illegalities as per Case 4.6.

[6.0] MOVEMENT

GENERAL RULE:

During his Movement Phase, a Player may move some, all, or none of his Pieces as he wishes. A Piece's capacity for movement is expressed in terms of a Movement Allowance. A Piece's Movement Allowance tells how many Movement Points are allotted to the particular Piece.

Note: The die provided with Canadian Civil War has nothing to do with movement.

CASES:

[6.1] HOW TO MOVE PIECES

To move a Piece or stack of Pieces, the Phasing Player traces a continuous series of squares, always moving along the connecting Paths. One Movement Point is expended for each square entered, and a Piece may never exceed its Movement Allowance in one Movement Phase. Once a Player has moved his hand from the moving Piece, that Piece's movement is ended, and it may not move again until the Player's next Movement Phase during the current Player-Turn. Note that a Player is not obligated to move a Piece its full Movement Allowance; he may move the Piece as many or as few squares as he chooses, as long as the Piece's Movement Allowance is not exceeded in a single Movement Phase.

Note: During a National Emergency Cycle, all Active Pieces are inverted to show a Movement Allowance that is different from their front-side Allowance.

[6.2] RESTRICTIONS AND PROHIBITIONS

[6.21] Pieces may move only along the Paths connecting the squares; that is to say, they may move only from the side of one square to the side of another — never from corner to corner (Exception: see Case 6.41).

[6.22] Pieces may be moved freely throughout the Home Areas on the Game Display. They may move through squares that contain other Pieces — either their own color or another color. However, a Piece may never end a Movement Phase either overstaked (see Case 6.3) or stacked with a Piece of another color.

[6.23] Pieces may not move during the Movement Phase on their own. They move during the Movement Phase only when controlled by a Constituency, at which time the Issue and controlling Constituency may move as a single Piece.

[6.24] Pieces may never enter the Crisis Zone during the Movement Phase.

[6.25] Pieces are always moved individually except in the case of Issues moving with their controlling Constituencies.

Note: When the Event Card calling for various Pieces to move directly to their Grassroots Section is played, the specified Pieces are literally picked up and moved to any square in their respective Grassroots Sections.

[6.3] STACKING

The term "Stacking" refers to the number of Pieces occupying a single square, whether the Pieces are physically piled on top on one another or not.

The maximum number of Pieces of the same color that may occupy the same square at any time is 2 Active Pieces and 1 Issue. No more than 1 Issue may ever occupy a single square, and if a square contains no Issue, the maximum number of Active Pieces that can occupy the square is still 2.

Note: The restrictions on the maximum number of Pieces that may occupy the same square do not apply to Pieces moving through a single square. For instance, a Piece may move during its Movement Phase through a single square containing two Active Pieces and an Issue, but the moving Piece may not end its movement in that square.

[6.4] DISPLACEMENT

If a Player finds that, because of the play of an Election or Event Card, one of his Pieces is stacked with a Piece of an opposing color, he must displace his Piece to the nearest square unoccupied by an opposing Piece.

[6.41] A Piece may displace either along a Path or diagonally (i.e., from corner to corner). Pieces forced to displace from the Crisis Zone remain in the Crisis Zone, they simply unstack from the opposing Piece. Pieces may never displace into the Crisis Zone.

[6.42] A Piece may be displaced into a square occupied by a Piece of the same color, but it may never overstack with that other Piece.

[6.43] The order of priority in which Pieces must displace is:

1. Pieces that do not control an Issue, as per the order of play for the present Game-Turn. (First Player, Second Player, etc.)
2. Non-Phasing Pieces, as per the order of play for the present Game-Turn.

[6.44] Displacement is not movement and does not count against a Piece's Movement Allowance.

[6.5] TRADING ISSUES

Players may, at their discretion, "trade" Issues during the Movement Phase. To do so, the Players who are involved in the transaction announce their intention. The Phasing Player then moves the Issue to a vacant, non-Centrol Point square during his Movement Phase, following all the usual rules for movement, and earns the Issue alone in the square. The Player who is to receive the Issue, during the Movement Phase of his own Player-Turn, moves a Constituency to Control the Issue. This is the only instance in which Control of an Issue may pass between Players without a Contest.

Note: Other Players, if their Player-Turns intervene between those of the transacting Player, may try to gain control of the Issue while it is alone in the "pick-up" space. In order for a Player who is not involved in the trade to gain Control of the Issue, however, a Contest must take place.
[7.0] CONTESTING

GENERAL RULE:
A Contest occurs between Pieces occupying adjacent squares connected by Paths. A Contest is an attempt to gain control of either an Issue, an Active Piece, or both. The Phasing Player is called the Contestor and the non-Phasing Player whose Piece is being contested is called the Defender.

PROCEDURE:
The Contestor announces which of his Active Pieces are contesting against which stack or Piece owned by the Defender. The Contesting Strength of the Contestor and the Defender are compared and expressed as a simplified ratio of Contestor's Strength to Defender's Strength.

Example: A Red Interest Group and Constituency are contesting control of an Orange Constituency and Taxation Issue. The Contestor's strength is 3 \((2 + 1)\) and the Defender's strength is 2 \((1 + 1)\). The Simplified ratio would be 1-1 since fractions are always rounded off in favor of the Defender.

Find the ratio column on the Contest Table which corresponds to the simplified ratio that has just been calculated and roll the die. Now add one of the appropriate numbers to the die roll if the Contesting Pieces are not in their Home Area (see Contest Table). Cross reference the modified die roll with the Odds Column on the Contest Table to get the result of the Contest. Apply the results immediately.

CASES:

[7.3] WHICH PIECES MAY CONTEST

[7.11] Active Pieces are the only Pieces which can Contest control of either an Issue or another Active Piece. Issues can only be owned against a Contest, with a Contesting Strength of 1.

[7.12] An Active Piece, or group of Active Pieces, can only Contest against a Defending stack which contains an Issue if there is a Constituency Piece among the Friendly pieces which can take control of that Issue.

[7.13] A Constituency Piece which is controlling an Issue cannot participate in a Contest as the Contestor, only as the Defender.

[7.14] Premiers and the Prime Minister may never be Converted (i.e., change color) except by the play of an Election Card. Neither the Prime Minister nor any Premier may be the Contestor unless the control of an Issue is at stake.

[7.2] RESTRICTIONS AND PROHIBITIONS

[7.21] A Contest can only take place between Pieces that occupy adjacent squares connected by Paths, including those adjacent to the Crisis Zone.

[7.22] Units stacked together always Contest or defend as a homogenous unit. A single Piece within a Stack may not be contested without Contesting the entire Stack. Similarly, a single Piece within a Stack may not Contest without the entire Stack Contesting (Exception: see Case 7.26).

[7.23] One Piece or Stack may defend against any number of Pieces or Stacks, but a single Piece or Stack may not Contest more than one Piece or Stack in a single Contest.

[7.24] Each Piece or Stack may Contest or defend only once per Player-Turn.

[7.25] Premiers and the Prime Minister may be converted only through Elections — never through Contesting. The Control of any other Active Piece may be contested whether or not it is stacked with an Issue.

[7.26] Premiers and the Prime Minister may Contest only if Control of an Issue is at stake.

[7.27] Except as stated in Case 6.5, Control of an Issue must always be Contested, whether or not the Issue is under Control of any given Player.

[7.28] If an uncontested Issue is contested other than in the Crisis Zone, and the result calls for the Contestor to shift color, the Contestant shifts toward the color of the Home Area in which the Issue is located. If an uncontested Issue is contested in the Crisis Zone, and the result calls for the Contestor to shift color, the Contestant shifts toward the color of the Home Area from which the Issue was called into the Crisis Zone. (Players should place uncontested Issues in the corner of the Crisis Zone nearest the Home Area from which they are called.)

[7.3] CONTEST TABLE

(see Chart/Deployment sheet)

[8.0] ELECTIONS

GENERAL RULE:
During the Election Phase of the Player-Turn, the Phasing Player may play any or all of the Election Cards in his hand. The procedure for this is the same as the play of the other two types of Political Opportunity Cards. There are two types of Elections: Provincial Elections and National Elections. Provincial Elections are resolved on the Election Table. National Elections allow the Player with the most Constituencies to attempt to form a government.

CASES:

[8.1] PROVINCIAL ELECTIONS

Whenever a Provincial Election Card is played (it will read “Elections in” and name the Province) each Player who has a Constituency in the specified Province counts the number of Issues he controls — all the Issues under his control anywhere on the Game Display except those in the Crisis Zone are counted. The Player finds the appropriate column for the number of Issues he controls on the Election Table and rolls the Die. The die roll is then modified by the section of the Player's Home Area or the Crisis Zone, whichever the Constituency occupies. The Player then takes the modified die roll and crossreferences it with the Issues column on the Election Table to obtain the result. This procedure is repeated for each Constituency from the named Province.

[8.11] If the results is “-" then no further action is taken.

[8.12] If the result is a “1” or a “2” then the die is rolled again and the Piece shifts allegiance either toward Blue (Even) or towards Red (Odd) using the rules for Active Pieces.

[8.13] After all the Constituencies have been rolled for, the Premier is exchanged for a Piece the color of the Player with the most Constituencies from the Province. If the Player has an equal number of Constituencies and that number is greater than the number of Constituencies held by the other Players — the color of the Premier is determined by a die roll, with one Player winning the Premier on an odd number result and the other winning on an even number.

[8.2] NATIONAL ELECTIONS

The Canadian people do not elect their head of government — the Prime Minister — directly, as the United States elects its president. Instead, the party which has the most Members of Parliament is asked to form a government. The head of this party becomes Prime Minister, and, if the party controls a majority of the seats in Parliament, he then chooses members of his party for Cabinet Posts and runs the government until the next election. However, if his party does not control a majority of the Parliament, then this potential Prime Minister must form a coalition of parties to construct his government. A government cannot be formed until one party or coalition has a majority of the votes in Parliament.

Whenever the National Elections card is played, the game stops, and all Civil Servants and the Prime Minister are removed from the Display. The Player with the most Constituencies then takes control of the Prime Minister and forms a government.

[8.21] In order to form a government, the Player with the most Constituencies must get Players who collectively control at least 20 Constituencies to vote to restart the game (see National Debate, Case 5.4).

[8.22] The Player controlling the Prime Minister can make any deal he deems necessary to obtain these votes. Since control of the Prime Minister means that this Player also controls the Civil Servants (which have already been removed from the Display), giving control of these Pieces to other Players for their votes is the most common way of getting votes.

[8.23] If the Player with the greatest number of Constituencies cannot get a vote of 20 Constituencies to restart the game, he must pass control of the Prime Minister and the Civil Servants to the Player with the second greatest number of Constituencies who must, in turn, try to form a government.

[8.24] If no Player can form a government, the game ends and everyone loses.

[8.3] ELECTION TABLE

(see Chart/Deployment sheet)

[9.0] SAMPLE GAME TURN

This sample Game-Turn has been included in order to give the Player an idea of how each Player-Turn works. It is suggested that the Players set up the situation given and perform a mock turn once before trying to play the game.

THE SITUATION

It is the Separatist’s Player-Turn. He needs a Territory and a Transport Issue to win.

[9.1] POLITICAL OPPORTUNITY PHASE

The Separatist Player picks two Political Opportunity Cards from the Stack and adds them to his hand. He now has five cards in his hand. One of the cards reads “Crisis Territory", one Event; Government Support; Separatism; Double Francophone Interest Group this Player-Turn", one “National Elections" and two Election cards. He plays the "Crisis Territory" card and announces which Issue he is trying to call into the Crisis Zone. The Federalist Player controls a Territory Issue and the Provincial-Moderate Player another. The Separatist Player calls the Provincial-Moderate Issue. The Provincial-Moderate Player tries to block calling the Issue into the Crisis Zone. The Separatist Player reminds the Provincial-Autonomist Player that if the Crisis is successful, he will get the Constituency stacked with it. The Separatist Player and the Provincial-Autonomist player vote to call the Issue into the Crisis Zone, and the Federalist and Provincial-Moderate Players vote to block the Issue from being called into the Crisis Zone. The Separatist Player and the Provincial-Autonomist Players control 20 Constituencies, the other Players control 19 Constituencies. The Territory Issue is moved into the Crisis Zone along with the Manitoban Constituency stacked with it.

The Separatist Player now plays his Event Card, and everyone notes that the Francophone Interest Group is doubled for that Player-Turn. The Separatist Player announces that he is trying to
call the Provincial-Moderate controlled Transport issue into the Crisis Zone without playing a Crisis Card. He tries to enlist the Provincial-Autonomist Player again, but the Provincial-Autonomist Player has been Counting Issues and realizes that this is the only Issue the Separatist Player needs to win. Everyone votes against the call, and it is blocked.

[9.2] MOVEMENT PHASE

The Separatist Player moves the Francophone Interest Group and a Quebecois Constituency adjacent to and connected by a Path with the Crisis Zone. He could move an Albertan Constituency and the Premier of Quebec into Federalist Territory to try for the Transport Issue and its controlling Ontario Constituency, but he decides that the move is too risky.

[9.3] THE CONTEST PHASE

The Separatist Player announces that he is contesting control of the Territory Issue. The Francophone Interest Group has a Contesting Strength of four (two doubled) and the Constituency has a Contesting Strength of one, for a total of five. The Provincial-Moderate Player has an Issue, with a Contesting Strength of one and a Constituency with a Contesting Strength of one, for a total of two. This is a 2:1 ratio on the Contest Table. The Separatist Player rolls the die and gets a three. Since the Contesting pieces are in a friendly Home Area, there are no die roll modifications. Control of the Territory is transferred to the Separatist Player by removing the Issue from under the Manitoban Constituency and placing it beneath the Quebecois Constituency. The Orange Manitoban Constituency is then removed from the Display and replaced with a Green Manitoban Constituency since the Constituency was shifted toward the Separatist Player as a result of the Contest result.

[9.4] THE ELECTION PHASE

The Separatist Player now plays his “Election in Ontario” Card. This forces all the Ontario Constituencies to roll for an Election. The Provincial-Moderate Player controls five Issues. He rolls for the Ontario Constituency which controls the Transport Issue, and gets a six, which means that the Constituency has shifted two colors. He then rolls the die again and gets a two — an Even number. This means that the Constituency shifts toward Blue — the Separatists. A shift two colors toward Blue makes the Ontario Constituency Blue; that is, it comes under Separatist Control, along with the Issue stacked with it. The Separatist Player has won the game.

[10.0] NATIONAL EMERGENCY

GENERAL RULE:

At any time during the game the Player controlling the fewest number of Issues may attempt to create a National Emergency. The moment he announces this intention, normal play is terminated, and the attempt to create the National Emergency is adjudicated. If the Player fails to create a National Emergency then the game stops, and he has lost. If the Player succeeds, then play immediately reverts to the National Emergency Cycle, which lasts for six Game-Turns, after which the victor is determined.

CASES:

[10.1] CREATING A NATIONAL EMERGENCY

At any time during the game, the Player with the fewest Issues under his control, and controlling no more than 3 Issues, may attempt to create a National Emergency. He does this by simply announcing his intention to create a National Emergency and then finding out how many other Players wish to join him. The Players divide themselves up into two sides — those who wish to have a National Emergency and those who don’t. (These Sides remain throughout the National Emergency Cycle, the Side controlling the Prime Minister becoming the Government Side and the other side becoming the Rebel Side.) The ratio of Pro-National Emergency Players to Anti-National Emergency Players is then referred to on the National Emergency Table, and crossreferenced with a die-roll by the Player trying to create the National Emergency to find whether or not a National Emergency has been created.

[10.11] If no one opposes the attempt to create the National Emergency the Player attempting to create it wins the game.

[10.12] If the attempt to create a National Emergency fails, the game ends, and the Player attempting to create the National Emergency loses the game. No one wins.

[10.13] If the Player successfully creates a National Emergency, play proceeds according to the National Emergency Cycle.

[10.14] A Player may always remain neutral during an attempt to create a National Emergency. If a National Emergency is created and a Player remains neutral, that Player takes no further part in the game.

[10.15] After the Players have divided themselves into two Sides over the creation of a National Emergency, these two Sides last throughout the National Emergency. The Side which controls the Prime Minister is called the Government Side. The other Side is the Rebel Side.

[10.2] LOYALTY DETERMINATION

After a National Emergency has been created, each Player must determine what Military Units they will receive.

[10.21] Each Rebel Player counts all the Issues he controls and all the Constituencies he controls. He cross-references these two numbers on the Loyalty Number Table to obtain his Loyalty Number. The Player finds the column headed by this number on the Loyalty Table, and rolls the die for each Province in which he controls Constituencies. The die-roll is then cross-referenced with the Loyalty Number Column to determine whether or not the Province remains Loyal to the Rebel Side. If the Province is Loyal to the Rebel Side, the Rebel Side receives the Militia Units for each Constituency according to the Militia Deployment Schedule. If the Province is Disloyal to the Rebel Side, he receives no Militia Units from the Constituencies he controls in that Province.

[10.22] The Government side receives all Federal Military Units. (Exception: see Case 10.25)

[10.23] If the Government Side wishes to call up any Militia Units from the Constituencies it controls, it rolls once on the Loyalty Number on the Loyalty Table using the column headed with the “3” Loyalty Number. If the Constituency is Loyal to the Government Side, the Government receives the Militia Units from it according to the Militia Deployment Schedule. If it is Disloyal to the Government Player, the Rebel Player automatically receives the Militia Units.

[10.24] If the Separatist Player is on the Rebel Side, he automatically receives all Quebec Francophone Militia Units, and the Government Side receives all other Quebec Militia Units.

[10.25] If the Separatist Player is on the Rebel Side, the Government Side must roll with a “3” Loyalty Number on the Loyalty Table for each Francophone Federal Military Unit. If the Francophone Unit is Disloyal, it goes to the Rebel Side.

[10.26] If the Separatist Player is on the Government Side then Quebec is treated as any other Province, and Cases 10.24 and 10.25 are ignored.

[10.27] Notice that all Military Units are printed with one color on one side and a different color on the reverse. All the Rebel Units should be of one color and all Government Units should be of the other color. Common and Control problems on Sides which are coalitions should be decided by the Player’s constituting those Sides.

[10.3] INITIAL DEPLOYMENT

In order to deploy for the National Emergency, remove all Issues from the Display, and turn all the Active Pieces to their reverse sides, revealing their new Movement Allowances and Combat Strengths. The Rebel Militia is deployed with the Constituencies that generated them. The Militia Units need not obey stacking limitations until after their first Movement Phase. Any Government Militia is deployed in the same manner. If either side receives any Bonus Militia Units for controlling all the Constituencies in a Province, these are deployed anywhere in the sides Home Area(s). The Federal Military Units of both sides are deployed anywhere on the Game Display, Rebels first.

[10.4] NATIONAL EMERGENCY CYCLE SEQUENCE OF PLAY

The National Emergency Cycle is played in special Game-Turns which are divided up into Side’s Turns, and each Side’s Turns into two Phases.

A. THE GOVERNMENT SIDE’S TURN

1. Movement Phase
   The Government Side may move all its Units and Pieces capable of movement up to the full extent of their Movement Allowances, subject to the restrictions of the Movement Effects During the National Emergency (see Case 10.5) and Stacking Effects During the National Emergency (see Case 10.6).

2. Combat Phase
   During the National Emergency, people stop debating and start fighting; hence contesting becomes Combat. The Government Side may attack any Rebel Unit (or Piece) subject of the restrictions of Case 10.7, Combat During the National Emergency. The same procedures used during the Contest Phase of the Political Game are used in the Combat Phase of the National Emergency, except that different tables are used.

B. THE REBEL SIDE’S TURN

(same as the Government Side’s Turn)

[10.5] MOVEMENT EFFECTS DURING THE NATIONAL EMERGENCY

Movement is exactly the same during the National Emergency as during the Political Game, except that hostile Pieces cannot move through each other. The presence of Enemy Units blocks movement through the square they occupy.

Note: There are also new Movement Allowances on the back of the Political Pieces.
[10.6] EFFECTS ON STACKING DURING THE NATIONAL EMERGENCY

The maximum number of Units allowed in a square is one Military Unit and two of any other kind of Piece. No Military Unit may stack with any other Military Unit. These effects apply only at the end of the Movement Phase.

[10.7] COMBAT DURING THE NATIONAL EMERGENCY

Combat during the National Emergency is identical to Contesting in the Political Game except that different Tables are used to obtain results and the effects of Combat are different.

[10.71] If a defending stack contains any Military Units, Combat is decided on the Combat Results Table. If the Defending Stack contains any Constituency Pieces then, Combat is resolved on the Riot Table. If the only Pieces in the defending square are Civil Servants, Interest Groups, Premiers, or the Prime Minister, Combat is resolved on the Arrest Table. Only Military Units may attack (contest).

[10.72] If both a Military Unit and a Constituency are stacked in the same square, the Military Unit must be attacked first on the Combat Results Table. The results of this attack have no effect on the Constituency.

[10.73] If there are no adverse effects on the Military Unit then no further attacks may be made on the Stack. If, however, the Military does receive an adverse effect and leaves the Stack then the Constituency may be attacked during the same Player-Turn by different Enemy Military Units. This attack is resolved on the Riot Table and effects all Pieces in the square.

Example: The Rebel Player has a Stack which contains "Les Voltigeurs du Quebec," a Military Unit, and a Quebec Constituency, and the Franco-Phone Interest Group. The Stack has a Combat Strength of 4. It is being attacked by four Federal Military Units, which are surrounding it. These units have a Combat Strength of 12. The attacker allot three Federal Military Units to attack "Les Voltigeurs" at 2-1 on the Combat Results Table, and rolls a four, which is a "Defender Retreat." Since the defender is surrounded, it is eliminated instead. Now the Attacker attacks the Constituency and the Interest Group with the remaining Federal Military Unit. The defending stack’s Combat Strength is three. It is a 1-1 Attack on the Riot Table. The Attacker rolls a 5. The result is an "Exchange." The Federal Military Unit, the Constituency, and the Interest Group are all removed from the Display.

[10.8] NATIONAL EMERGENCY CHART AND TABLES

(see Chart/Deployment sheet)

[10.81] National Emergency Table
[10.82] Loyalty Number Schedule
[10.83] Loyalty Table
[10.84] Militia Deployment Schedule
[10.85] Combat Results Table
[10.86] Riot Table
[10.87] Arrest Table

[11.0] VICTORY CONDITIONS

GENERAL RULE:

Once a winner or loser has been determined the game is over.

CASES:

[11.1] WINNING THE POLITICAL GAME

The only way to win the Political Game is to collect the required issues for that scenario. A Player is never eliminated by losing all his Pieces or Issues, since Pieces can shift to his color during the normal course of the game, and he will again be able to play. Also, the Player — even if he has lost all his pieces — can still play his Political Opportunity Cards.

[11.2] LOSING THE NATIONAL EMERGENCY GAME CYCLE

[11.21] Once a loser has been determined, the game is over.

[11.22] A Player loses the game if he attempts to create a National Emergency and fails.


[11.24] The Rebel Side loses the game if all the Rebel Constituencies are eliminated during the six-turn National Emergency.

[11.3] UNANIMITY

[11.31] If a Player gets everyone to join him in creating a National Emergency then he has won the game.

[18.32] If, in the course of a National Emergency, a Side finds that everyone has joined that Side in the National Emergency, that Side has won the game.

[12.0] SCENARIOS

COMMENTARY:

There are two "versions" of Canadian Civil War. One, The Quiet Revolution, involves three Players (Red, Orange, and Green) and only one Province (Quebec). This scenario is the simpler of the two and, as such, it is particularly suited to Players who are just being introduced to the game. Of course, the Quiet Revolution is also suited to experienced Players, since it is largely the Players themselves who determine how complex the interplay is to become.

The second scenario, The Referendum, involves all four Political Viewpoints and all the Provinces. It is in this scenario, with four Players vying for control, that all of the game’s subtleties emerge.

Each scenario is divided into four parts:

1. Initial Deployment lists the Active Pieces assigned to each Player at the beginning of the game.
2. Political Opportunity Cards at Start lists the number of Political Opportunity Cards each Player receives at the beginning of the game.
3. Special Rules provide any information applicable exclusively to that scenario.
4. The Victory Conditions inform each Player what issues he must control in order to win the game.

Note: Each Player in the scenarios is referred to by the color of his home area.

CASES:

[12.1] THE QUIET REVOLUTION (1950s)

(see separate Chart/Deployment Sheet)

[12.2] THE REFERENDUM (1970s)

(see separate Chart/Deployment Sheet)

[12.3] MAKING YOUR OWN SCENARIOS

The Players may play Canadian Civil War using their own alignments to create their own view of the Canadian Political scene.

[12.31] Divide all Constituencies according to how strongly you think a particular Province feels about a particular Political Viewpoint (color). Do the same for the Interest Groups. Then assign the Premiers to the Political Viewpoint with the greatest number of Constituencies and assign it the Prime Minister. Assign Civil Servants to the Viewpoint with the most Constituencies — to the Viewpoint most likely to form a coalition with the most Constituency-rich Viewpoint.

[12.32] The Political Opportunity cards are assigned in inverse proportion to the number of total Strength Points each Viewpoint possesses. Five should be the maximum number of cards assigned to any given Viewpoint.

[12.33] Divide the Victory Conditions according to what you feel each Political Viewpoint is most concerned about. Just be sure that each Viewpoint needs something that another Player also needs. Ten is the maximum number of Issues a full four Player game can support for Victory Conditions.

[12.34] A two Player game is not really feasible (you’re welcome to try). However, a three Player scenario, using the special rules in Case 12.1 is feasible. Divide everything as described above, just making sure that each Player controls enough Constituencies to Control the number of Issues it needs for the Victory Conditions.

DESIGN CREDITS

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Player's Notes

Canadian Civil War is a game of practical politics, and thus it is more concerned with random events and talk than with movement and contesting. The Players will probably find, once play has begun, that they will not be able to leave the table, since they must be present during every phase of another player's turn in order to deal with the various negotiations, votes, and elections that occur virtually any time. The players will also find that they are not discussing the Canadian political situation, but rather they are engineering practical compromises. Lastly, the players will notice that some of the alliances that form may seem rather odd — but then the history of politics is fraught with strange bedfellows.

Choosing a Side

The two main elements used to balance this game are the number of Pieces that a player receives at the beginning of the game versus the number of Political Opportunity Cards that a player receives. This inverse proportion is intended to take into account the fact that the incumbent side tends to be a better target to those out of power. Aggressive players will probably find that they do better with the out-of-power political viewpoints — the Separatists and Provincial-Autonomists. On the other hand, those players who like to sit back and lay traps will probably find the more established schools of thought to their taste.

The Political Opportunity Phase

This is the most important phase in any player's turn. It is during this phase that a player attempts to use his Political Opportunity Cards to strengthen the position and number of his pieces and place his opponents pieces in dangerous positions — the Crisis Zone for instance. This is also the phase in which a player's political action comes into closest play. A player must be able to prod, cajole, or force other players to support him when he wishes to prevent himself from being placed in dangerous positions by the play of Political Opportunity Cards. This means that he has to make it advantageous for a player to protect a potential opponent, which is not as difficult as it sounds, since he may need support sometimes, and he will need you then as much as you need him now.

Also, the players will find that there are certain cards that work very well in sequence, particularly if you find that a player has most of the Issues you need to fulfill your victory conditions and win. If you hold the cards that change the allegiance of most of his pieces, then it can be very difficult for him to hold on to those Issues that you need. I suspect that anyone who is good at poker will excel at this game.

Movement Phase

Movement in Canadian Civil War is defensive rather than aggressive. The players will find that the only safe place for any of the Pieces that he controls is in his own Home Area. However, once the game begins, a player will find that in order to take advantage of the Pieces which switch to him during Elections and the play of Political Opportunity Cards, he will be frantically moving Pieces around the Display to get them back to his Home Area.

Another predominant movement will be away from the Crisis Zone, and squares adjacent to the Crisis Zone, and to the Control Points within the Home Area. The fact that only Constituencies control Issues, and that a Constituency must be used when control of an Issue is contested, means that there may not be enough Constituencies to go around; hence, a Constituency will pick up an Issue and move it to a Control Point then go back to the squares adjacent to the Crisis Zone and pick up another Issue.

Contesting Phase

Contesting is not fighting, physically, but it is debating. As a result of contesting, the loser of the debate sometimes changes his allegiance. Contesting is the only way to gain control of an Issue, so in order to win, it is most important to risk losing control of some of your Pieces. That is the only thing a player needs to know about Contesting.

Election Phase

The Election Phase is at the end of the Sequence of Play to simulate the fact that an Official who is embroiled in a crisis is more likely to have a hard time at the polls than an official who has lain low during his term. The play of Crisis Cards, and then Election Cards, is particularly potent.

Politicians, Winners, and Losers

The player who wins this game will not necessarily be the best game player. Winning or losing this game does not lean upon absolute mastery of the game mechanics — they are very simple — but rather upon the manipulation of the other players. The only way a player can protect himself from an unwanted crisis is by gathering votes from other players (I dare any player to go after Constituencies in preference to Issues). The best way to do this is to make it look as though you are everybody's friend, until you all of a sudden realize that you have all the Issues you need to win.

National Emergency

Trying to create a National Emergency is a very dangerous proposition. The player trying to create the National Emergency has no more than a 5/6th chance to create it, and then he has to get every player but one to agree with him to get violent. Even if a person does create a National Emergency, that does not mean that he will get all the troops he expects to get, which could spell disaster once the Cycle begins.

Rules as Law

As you have probably noticed, the rules for Canadian Civil War contain many loopholes. This is intentional. In order to understand the intent, one must realize that the situation which the game attempts to simulate is not mechanical, physical or particularly well defined. For example, when a 'Crisis Industry' or some such occurs, what does that represent? Well, it could be any one of an almost endless variety of things. The party of the player who is playing the card stirs up a political stink, or a journalist writes an article using heretofore classified information...

Once the players come to realize and accept that the game is attempting to simulate, through its mechanics, a very fluid and multivariate situation, it is a lot easier to live within the uncertainty generated by the lack of precise definition in the rules. This is not to say that anything that seems uncertain should be ignored, rather a great deal of attention should be paid to anything that could, through invocation of the Settling Disputes Rule, turn an Issue or a Piece. Dispute settlement is not encouraged in the rules as a joke. It is perhaps the most serious rule in the game. Its use allows players to, quite literally, push their line or interpretation of the rules, which is, after all what politics is all about.

Perhaps one of the most unrealistic rules in Canadian Civil War is the National Emergency rule — not that a National Emergency would not proceed as outlined, but rather in that the individuals in power in Canada today would probably never countenance such a thing. They respect the order of things far too much. However, four players sitting around a table attempting to (as it were) cut each others throats are not going to be quite as queasy about making that last, desperate bid for victory, even if it means the destruction of the long established hierarchy.

After playing Canadian Civil War a few times, it will become apparent that, through proper manipulation of the rules, it is a player's ability to act with grace, not brute force, that will enable him to come out the victor.

Players should avoid setting down standard interpretations of the less concrete rules sections. They should allow the ebb and flow of political power in each game determine just how each situation should be handled. Above all, players of Canadian Civil War should become shrewd masters of diplomacy and tact, whether they are bidding to institute their own interpretation of a rule, or planning to unveil the crisis that will finally crush the opposition.

Designer's Notes

The title for this game was obtained from a column in a Canadian newspaper (The Ottawa Citizen) in which reference was made to a uniquely Canadian "civil war" currently raging over the Quebec separatist issue. A "civil war" in which no blood would be shed because Canadians have developed a poli-
tical system which allows for a relatively bloodless method to resolve "civil war." This game attempts to simulate that process. The game is not concerned solely with the issue of Quebec separatism, but rather with the fundamental issues implicit in the Canadian Confederation and its political way of life. The game takes a little getting used to, but then so does Canadian politics (even for most Canadians). Being a multiplayer game, much of the game’s dynamics will come from the interaction between players. The following note will explain the connections between reality in Canadian politics and reality as it appears in this game.

**Political Power and Constituencies**

The game clearly shows that political power is not just the “will of the people.” The voters in the ridings (voting districts) are represented by the playing pieces from the provinces. These represent not only the Members of Parliament, but also the political organizations back in their ridings. This is how we can justify the constituency playing pieces “changing their colors.” This does not represent so much the member of parliament changing political allegiance (a rare event). The voters, however, have been known to change their preferences—oftentimes rapidly and unexpectedly. Therefore, the game reflects this. The game also shows that much of the available power is held by others than the electorate. The special interests usually attempt to play down their political power, but the power still exists. Primarily coming from large organizations and/or highly organized voting blocks, many are, at least indirectly, American controlled. Considerably more conservative than the voters, the special interests have a strong inclination toward maintaining the status quo. Another status quo group are the federal bureaucrats. Although not as “federalized” as most other democracies (which is one of the causes of the current political problems), Canada still has a rather strong federal organization. The elected and/or appointed bureaucrats are in key positions to influence voter attitudes and lawmaking. Naturally enough, the federal bureaucrats tend to be rather (but not exclusively) federalist in attitude. Since the federal appointments are made partially on the basis of paying political debts while forming a coalition government, you will get some markedly non-federal minded people in office.

The Opposition, a prominent part of Canadian politics, is abstracted in the game. Its function, to serve as another government (complete set of bureaucrats, government ministers, etc) should the present one get thrown out (legally, that is), is represented by the multi-player nature of the game. Keep in mind that one of the main design elements of the game is that the electorate does not hold all (or even most) of the political power. Between the rules representing the multiple directions Canadian politics is going in, the power of the bureaucrats and the special interests, and the ability of the media to magnify (or diminish) all of the above, it’s a wonder anyone’s in control at all. The game attempts to show how control (such as it is) is achieved. And how one can simulate the process for one’s edification.

Therefore, political power in the game—the ability to get one’s way—is a combination of provincial power bases represented by the constituencies and premiers, the special interests (both economic and otherwise), and the federal bureaucrats including the prime minister. The main objective of these “powers” is to obtain more power. It is the Canadian way, without brute force, but rather with persuasion, reason, horse trading, veiled threats and other interesting techniques common to Canadian politics.

There are no political parties, as such, in the game. While party labels often change, the overall objectives of their members do not. Thus we have, in effect, created four parties. These are represented on the game board as Separatists, Provincial Autonomousists, Provinicial Moderates, and Federalists. These four groups cover a range of opinions open to the Canadian people, from a “common market” approach to the federation with each province an independent country all the way to a strongly federalized nation (much like the United States).

**Contesting and Crises**

In the game, the chief means of resolving political conflict is by means of “contesting” control of an “issue.” Now all of this is somewhat artificial, but the basic idea is sound in that political power comes from convincing people that your way is best. This conviction is not arrived at solely through the exercise of sweet reason. A certain amount of political muscle is usually exercised. The undertaking can often be rather loud and definitely not for the thin of skin. Thus we have an issue being exposed to “attack” by other groups when said issue is forced into a “crisis” situation. The issues are self-explanatory. They represent various aspects of Canadian life. The player that controls these issues can be considered to control how laws and practices affecting that issue are created and administered. The contesting procedure is one political group going up against another in the “arena of public (and not so public) opinion.” At that point, it is a question of brute (political) force determining who shall prevail.

**It’s In The Cards**

The deck of cards represents the many unpredictable and uncontrollable events which make politics the imprecise “science” that it is. For the most part, the cards represent unexpected opportunities, either for being able to create a crisis for a particular issue or for calling an election. The crisis is “created” by some particular event occurring (or having it in your power to cause it to occur). A crisis, for example, could make some economic issue(s) vulnerable to being made into a crisis. And once this issue is in a crisis state, some other political group can jump in and take control away from whoever currently has it. A bit simplistic, but at the same time realistic and not overly complicated. The opportunities for calling elections operate in much the same way. Although elections are, in theory, to be held every so many years, the Canadian political system allows for a political crisis (a “loss of confidence” in the party in power) to trigger new elections immediately, often with disastrous effects on the party in power. The cards, then, make you aware of the uncertainty of political life. The cards provide for all the events which the game does not deal with in detail (economic, etc.). These factors are still important, but to treat them all in equal detail with the elements already covered would make the game much more complex and much less playable.

**The Areas of the Political Map**

The “playing surface” (for want of a more accurate word) does not represent any geographical area. It is a “political” map. And the political map must deal with what Canada is, as well as what different groups of Canadians would like Canada to be. Each of the four “parties” we have created for the game (Separatist, Federalist, etc.) represent “pure” political parties. By pure we mean that there are no factions within the party which have only their party label in common with the rest of their party. Party labels change, political leanings do not. Within each of the party areas there are other areas denoting the position of party power with reference to how exposed (but capable of “contesting” other political powers) they are. In the grassroots area you are taking care of things at the grassroots level. You are fairly safe from attack from other national political powers but, at the same time, are far away from the crisis area where issues are contested and change hands. The other areas take one further into the active areas of national politics—up through the legislative and lobbying process until one is in a position to be fully exposed in the arena of national (political) conflict. In other words, your mutterings are repeated in the national, rather than the local, media.

**The National Emergency**

The main purpose of these rules was to show the desperate, and ultimately futile, result of trying to arm the force. This activity could be initiated either by a provincial or federal leader that ended up on the losing end of the political battle. The chances of force reversing such a situation are shown to be slight.

**What Winning the Game Means**

If you control enough issues, you are able to fundamentally change the structure of the Canadian political system. In other words, your “party’s” legislative program can be considered to have been passed and implemented on a sufficiently large scale to signify victory for your party’s idea of what Canada should be. For example, the vote of confidence, of course, implies not just control of a certain mix of issues, but also a sufficiently large number of constituencies, special interests, and federal bureaucrats.
Résumé des Règlements

Ceci est une tentative de rendre un jeu de Simulations Publications accessible aux francophones. Nous n'avons pas tout traduit, car nous voulons voir s'il est possible de seulement expliquer le jeu suffisamment pour pouvoir utiliser les règlements anglais. Si vous êtes habitué à ce genre de jeu, vous n'aurez sûrement aucune difficulté, mais sinon vous devriez lire très attentivement ce résumé. Pour jouer, vous devrez consulter les tableaux et graphiques, ainsi que les scénarios, qui ne sont pas traduits. Bien sûr, ceci ne comprend pas le détail des règlements.

1. S'installer


Chaque joueur place ensuite les pièces Politiques (Political Pieces — Le Premier Ministre fédéral, identifié par le drapeau Canadien; les premiers ministres provinciaux identifiés par la désignation “PREM”; les Comités, identifiés par le drapeau provincial; les Ministres, les Groupes de Pression) que lui donne le scénario dans sa Zone (Home Area). Il peut mettre jusqu'à trois pièces sur un même carreau, en respectant le schéme suivant: une Controverse et deux autres pièces (voir le règlement 5.1).

On brasse les cartes Possibilité d'ouverture Conjointurelle (P.O.C.), et on les distribue aux joueurs selon le Scénario (voir le règlement 12.0); les cartes excédentaires demeurent en paquet sur la table, à l'endroit.

2. L'Initiative

A chaque coup, le joueur possédant le plus de Controverses, joue le premier. Quand chaque joueur a eu son tour, on vérifie qui doit jouer premier le prochain coup. En cas d'égalité, on tranche par le jeu du dé.

3. Un Tour

Au départ de son tour, un joueur tire deux P.O.C. Il doit jouer les cartes Événements (Event), et les cartes Crises (Crisis) avant les autres. Une carte Événement modifie une condition du jeu (tel qu'indique la carte). Une carte Crise permet au joueur d'amener une Controverse, et toute pièce l'accompagnant dans la Zone des crises. Si plus d'un joueur possède une des Controverses demandées, le joueur actif (celui à qui c'est le tour) choisit laquelle sera amenée.

Quand ceci se produit, le joueur dont la Controverse doit être amenée peut, seul ou en alliance avec un autre joueur, réclamer une Conférence (National Debate). Ceci permet soit d'empêcher qu'une Controverse soit amenée dans la Zone des Crises, soit pour y en amener une sans carte Crise. Pour faire ceci, les joueurs votent avec leurs Comités, et ceux (ou celui) ayant la majorité décident si la Controverse ira dans la Zone des crises. Un joueur peut évidemment s'abstenir dans un tel cas. Quoiqu'il arrive, la Carte jouée est considérée utilisée, et doit être écartée. Pendant son tour, un joueur ne peut tenter d'amener une Controverse dans la Zone des Crises, ou bloquer une telle tentative, qu'une seule fois.

Après avoir joué des cartes, le joueur peut donc bouger ses pièces. Il peut bouger chacune d'elles à la limite de son Allocation de Mouvement (Movement Allowance), mais jamais en diagonale. Une Controverse cependant, ne peut bouger qu'avec la pièce qui la contrôle. Une pièce qui se trouve dans la Zone des Crises peut en sortir, mais on ne peut jamais volontairement y pénétrer, ou la traverser.

Une pièce peut en traverser une autre, mais ne peut pas terminer son mouvement dans le même carreau qu'une pièce adverse, ou en contravention de la limite: une controverse, et deux autres pièces. Si cela se produit suite à un Événement ou une Election, la pièce ir-régulière doit être immédiatement mise en règle, donc déplacée.

Pour contrôler, une Controverse, il faut la placer sous un Comité, ou sur un Point de contrôle de sa Zone. Une Controverse ne peut être bougée que si elle est contrôlée par un Comité.

Quand il a fini de bouger, un joueur peut tenter de prendre contrôle d'une pièce contrôlée par un autre joueur. La pièce qui tente de prendre le contrôle doit être à côté de celle qu'elle veut contrôler. Le joueur fait le total des valeurs des pièces qu'il utilise dans sa tentative (voir Contesting Strengths); il compare ce total avec celui des pièces adverses qu'il attaque, et se reporte au Tableau "Contesting Table". Il trouve la colonne correspondante à la différence des deux totaux, et joue du dé. Si le jeu du dé indique un “C”, il prend le contrôle de la Controverse en la passant sous un de ses Comités qui a participé à l'attaque (seuls les Comités peuvent contrôler une Controverse). Le tableau peut aussi indiquer "1" ou "2" avec la "C". Ceci indique que la pièce du joueur qui est attaqué — passe de sa couleur à une ou deux couleur(s) plus près de celle du joueur actif. La gamme passe de Rouge à Orange à Vert à Bleu, ou vice versa: une pièce ne passe jamais de Rouge à Bleu directement. Un résultat de “D-1” a le même effet sur les pièces attaquantes. On peut tenter de changer des pièces de couleur, même si si n'y a pas de Controverse en jeu. Les Premiers Ministres ne changent pas de couleur, sauf pendant une élection, et ne peuvent être utilisés que dans une tentative de contrôle de Controverse (en conjonction avec un Comité, évidemment).

Ses tentatives de contrôle et de changement de couleurs terminées, le joueur peut jouer ses cartes d'Élections (Elections). Il y a des Élections provinciales, et des Élections fédérales. Dans une Élection provinciale, chaque joueur doit, pour chacun des comités de la province où se déroule l'élection qu'il possède, tenir une élection. Il compte le nombre de Controverses sous son contrôle, se reporte au Tableau Electoral (Election Table), trouve la colonne correspondante, et joue du dé. Si le résultat est un nombre, le Comité change de couleur. Le joueur joue encore du dé. Si le résultat est pair, le Comité change de couleur vers le Bleu; si impair, d'une couleur vers le Rouge. A la fin des Élections, on donne le Premier ministre de la province au joueur qui a le plus de comités dans celle-ci.

Dans une Élection fédérale, on retire du jeu le premier ministre fédéral, et les Ministères. Le joueur ayant le plus de comités reçoit le P.M. et les Ministères (Civil Servants). Mais avant que la partie reprenne, le joueur doit obtenir le vote de vingt comités, pour lesquels votes il peut donner des Ministères aux autres joueurs.

Quand un joueur a tout fait ces démarches, ou qu'il les a passées, son tour est fini. Quand chaque joueur à fini son tour, on vérifie qui a l'initiative, et on recommence.

4. L'Etat d'Urgence

A n'importe quel moment de la partie, le joueur contrôlant le moins de Controverses et n'en contrôlant que trois ou moins, peut tenter de déclencher un Etat d'Urgence. Il vérifie combien de joueurs le soutiennent et combien l'opposent, puis se reporte au Tableau d'Urgence (National Emergency Table). Il trouve la colonne pertinente, et joue du dé. Si il ne réussit pas, il vient de perdre la partie. Si il réussit, on retire les Controverses du jeu, et on retourne les autres pièces pour connaître leurs nouvelles allocations de mouvement, et leurs valeurs militaires. Si un joueur s'abstient pendant que l'on décide de l'Etat d'Urgence, il est éliminé de la partie. Quand l'Etat d'Urgence est déclenché, on déploie les pièces militaires. On trouve le niveau de loyauté en vérifiant le nombre de Comités et le nombre de Controverses contrôlées par chacun (au Tableau Loyalty Number). Les Rebelles (ceux qui ne sont pas de partie Loyaliste) vérifient ce chiffre sur le Tableau de Loyauté (Loyalty Table), et joue du dé pour savoir quelles provinces leur sont fides. Pour chaque Comité d'une province fidèle, les Rebelles reçoivent les unités de milice, selon le Militia Deployment Schedule. Les Loyalistes reçoivent...
automatiquement les unités militaires fédérales. Si le joueur Séparatiste est un Rebelle, la milice du Québec francophone devient automatiquement Rebelle, et les autres deviennent automatiquement Loyalistes. Les Loyalistes doivent alors aussi vérifier l'allégeance des unités militaires fédérales francophones, en utilisant le niveau de Loyalité 3. Si le joueur Séparatiste est neutre ou Loyaliste, la milice québécoise et les unités fédérales francophones fonctionnent comme les autres. Les unités de milice apparaissent sur l'échiquier avec les Comités d'où elles viennent; les unités militaires fédérales sont placées librement.

La partie reprend, avec les Loyalistes qui jouent premier. Le joueur contrôlant le premier ministre fédéral distribue le contrôle des pièces Loyalistes.

Le mouvement se déroule comme dans le jeu politique, sauf qu'on ne peut pas mettre deux pièces militaires dans un même carreau, et qu'on ne peut pas mettre plus de deux pièces politiques dans un même carreau. Une pièce militaire ne peut pas traverser une pièce militaire adverse.

Il peut y avoir trois formes de combat. Le combat entre deux pièces militaires se décident sur le Tableau Résultat des Combats (Combat Results Table), et toujours avant les autres. Si une pièce militaire attaquen un Comité, on utilise le tableau Emeute (Riot Table) seulement. Si on attaque un Premier ministre, un groupe de pression, ou un ministère, on utilise le tableau d'Arrestation (Arrest Table). Une pièce ou un groupe de pièces ne peut être attaquée qu'une fois pendant un tour, sauf si une pièce militaire et un Comité sont dans le même carreau, on peut attaquer chacune séparément, avec des pièces militaires différentes. Une pièce militaire ne peut attaquer qu'une seule fois pendant un tour. Dans le calcul des différences des valeurs de combat, le reste est toujours utilisé en faveur du défenseur (e.g., 13 à 9 = 1 à 1, et non pas 2 à 1). On trouve la bonne colonne du Tableau, et on joue du dé pour savoir le résultat.

Quand les Loyalistes ont fini leur tour, ils peuvent consulter le Tableau de Loyalité, avec un niveau de loyauté de 3, pour n'importe quel Comité. Si le Comité est loyal, il en reçoit des renforts de milice, selon le Militia Deployment Schedule; si le Comité n'est pas loyal, ce sont les Rebelles qui reçoivent les renforts.

Les Rebelles jouent selon les mêmes limites que les Loyalistes. On alterne ainsi pour six coups (chaque). Si les Loyalistes éliminent tous les Comités Rebelles, ils gagnent; sinon les Rebelles gagnent.

5. Une Demonstration

Admettons que ce soit le tour du joueur Séparatiste, et qu'il lui manque une pièce Transport et une pièce Territoire pour gagner.

Il tire donc deux P.O.C., ce qui lui donne les quatre cartes suivantes en main: une Crise Territoire; un Événement "Government Support for Separatism", la valeur du Groupe de Pression Francophone est doublée pour ce tour; une Election en Ontario; une Election Fédérale. Il joue la carte Crises Territoire, pour amener une Controverse Territoire dans la Zone des crises; le joueur Fédéraliste et le joueur Troisième Voie en ont chacun une. Le joueur Séparatiste demande celle du joueur Troisième Voie; celui-ci veut l'en empêcher en demandant une Conférence, mais le joueur Séparatiste rappelle au joueur Autonomiste que le Comité qui accompagne la Controverse lui reviendra probablement, et comme ils ont ensemble une majorité, la pièce Territoire, accompagnée d'un Comité manitobain, se retrouve dans la Zone des Crises.

Le joueur Séparatiste joue maintenant la carte "Government Support for Separatism" ce qui double la pièce Francophone pour son tour. Il essaie ensuite de mettre la pièce Transport du joueur Troisième Voie dans la Zone des Crises, en convoquant une Conférence, mais le joueur Autonomiste a remarqué que le joueur Séparatiste est près de gagner, et il y a donc une majorité contre la Conférence.

Le joueur Séparatiste place donc la pièce Francophone et un Comité québécois à côté de la Zone des Crises. Il décide de ne pas tenter d'envoyer le premier ministre du Québec et un Comité albertain dans la Zone Fédéraliste pour essayer de prendre le contrôle de la Controverse Transport et de son comité ontarien contrôlant.

Il tente donc de prendre le contrôle de la Controverse Territoire dans la Zone des Crises. La pièce Francophone de 2 est doublée à 4, ce qui fait avec le Comité (de 1), un total de 5. La différence est de 5 à 2, donc de 2 à 1. Le dé donne un 3. Le Contrôle de la pièce Territoire passe donc au joueur Séparatiste, qui le place sous le comité québécois. Le comité manitobain passe d'Orange à Vert, puisque le changement de contrôle a aussi impliqué un changement de couleur.

COLOR SHIFT MATRICES

These matrices are provided for easy computation of color “shifts” as they occur in Canadian Civil War. They may be referred to whenever a Piece is obligated to shift toward any Political Viewpoint. To use the matrices, use the following procedure:

1. Determine if the Piece is required to shift one color or two colors, and locate the pertinent matrix.

2. Cross-index the current color of the Piece (one of the line headings running down the left-hand side of the matrix) with the color to which the Piece is shifting (one of the column headings running across the top of the matrix).

3. Trace down the proper column and across the proper line and read the new color of the Piece. Replace the original Piece with a Piece of the new color instantly.

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Canada is on the verge of breaking up. A nation of 24 million, it contains nearly six million French-speaking people in the Province of Quebec. These Quebecois are, for the most part, not bi-lingual (English-speaking). Quebec is, in practice, a French state within the otherwise English-speaking nation of Canada. Along with many other significant political and cultural differences, English-speaking Canada also has much in common with the United States. This situation, over 200 years old, has brought to pass a Canadian "Civil War"—an unusual civil war in that it will most likely be resolved without the violence of warfare. How this may happen is an interesting and detailed story that reached its first crisis over two hundred years ago outside the City of Quebec...
At 10 o'clock on the morning of September 13, 1759, two armies faced each other on the high plateau that surmounts the cliffs of Quebec. They were a microscopic cog in the grinding wheels of the Seven Years' War, and between them they would decide the fate of the French Empire in North America.

The French line formed at right angles to the St. Lawrence River rushing below the cliffs on their left. On the flanks were the Canadian Militia and Indians. The main body was made up of colonial regulars in their grey uniforms: The Regiments La Reine, Guinnois, Beam, La Sarre, Languedoc, and Berry; the Royal Roussillon was in the very centre of the line in its distinctive blue. Louis Joseph, Marquis de Montcalm, the French military commander in North America, was wearing his best green gold-embroidered coat, open at the front, with his polished steel curass gleaming in the sun. Opposed to him on a ridge about a mile from the city gates, deployed in two long red lines, was the army of General James Wolfe: Highlanders, British Line, Royal Artillery; they had brought their guns and equipment up the cliffs of the Anse au Foulon before sunrise that morning.

Montcalm called his staff together for a hurried council. They all agreed that an immediate attack, and Montcalm ordered his army to advance. On that flat table land, the battle was an almost flawless exercise in 18th century warfare. There was a little skirring and as they came within range of the British line, the French opened an irregular fire on the march. Redcoats began falling, and the French line raised a shout. But as they came closer, the silence of their enemy began to unnerven them. Advancing in line, battalions had already lost their order; they quickly began to lose their resolution. They faltered, halted, moved on.

At 40 paces they were stopped dead by the first crashing volley from the unmoving Redcoats. The charge collapsed. For a while, the French held their ground, firing uncertainly; and then, as the British pressed forward, as the timed volleys decimated their ranks, the whole French Army began to dissolve into a formless mass that streamed back into the city and over toward the St. Charles River Bridge.

Wolfe, in his moment of triumph, was shot and dying. Montcalm, while he tried desperately to rally his men, was fatally wounded. His black horse walked him slowly into the city by the St. Louis Gate, while its rider tried to hold himself erect in the saddle. That evening, the remainder of the French Army retreated from the east of Quebec. The city was left virtually defenseless, and on September 17, it capitulated. Long before that, Montcalm was dead. "I shall not see the surrender of Quebec," he said.

The French, however, still had an army in being, and Canada had not accepted defeat. During the next winter, Murray's garrison in Quebec suffered severely, and in the early spring, when the French under Levis came out from Montreal to besiege their own capital, they almost avenged the defeat of the previous autumn. Then spring broke and the ice cleared in the river, enabling the British fleet to return to Quebec. Soon from all sides the British armies began laboriously to converge on Montreal. On September 8, nearly a year after the defeat on the Plains of Abraham, Governor Vaudreuil signed the articles of capitulation and it was all over. For better or worse, the rule of France in Canada was finished.

217 years later, in 1976, an election was held in the Canadian province of Quebec. The party that won the election campaigned on a platform of independence: the independence of the state of Quebec from the remainder of Canada. The people that elected this party to power were the direct descendants of the scattering of militia who fought in the battle which so decisively moulded the lives of their ancestors and which has indelibly changed their own.

They are the French Canadians living in Quebec, whose forefathers came to North America for the same reasons as the English to their south — to find a new life in the wilderness. Today there exists every possibility that the political aims of the separatist Parti Quebecois will come to pass. The result will be the establishment of a new state in North America — the State of Quebec. Politically, physically, in every way separate from Canada, this new state will be the bastion of French Canadian culture in America.

In the United States, where live some 200 million people whose origins are just as diverse as the

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CAST OF CHARACTERS
The Constitution
The Canadian constitution is the British North America Act of 1867. The act had a trifold function: the first was to outline the basic organization of government on both the federal and provincial levels; the second, to allocate powers to each of these two levels of government; the third, to guarantee certain linguistic and religious rights to Canadian minority groups in both Quebec and Ontario. Chiefly, it guarantees the right of all Canadians to speak either English or French in the federal parliament, in the Canadian court system, and in the courts and legislature of the province of Quebec. It also guarantees the right of the English and French in the province of Quebec to their own confessional — that is, Protestant or Catholic — school systems.

Canada was established as a parliamentary democracy with the reigning British monarch as the head of state. Essentially, the BNA Act stipulated that the government of Canada would consist of the Crown and a bicameral legislature at Ottawa. The Lower House, that is the House of Commons, was to be elected; the Upper House, the Canadian Senate, to be appointed for life.

The Crown
The Queen, in her capacity as Queen of Canada, selects a Governor General on the advice of the government of Canada. He normally occupies the post for five years, but his role is traditionally ceremonial.

The Executive
The executive branch of the government is directed by the Prime Minister as leader of the political party with the majority of seats in the House of Commons. He selects a cabinet from the members of his own party in either House (usually from the Commons only). The Prime Minister may be forced out of office if the minority in the Commons votes against one of his party's major proposals or if there is a successful vote of no confidence in the Commons. His resignation under these two circumstances is not required by law, but is based on custom and tradition. It must be understood that the Prime Minister is not elected directly; he is selected by his party as the head of that party in the House. He will win a seat in the House of Commons as would any other member.

The Legislature
The Canadian legislature consists of the Crown, Senate, and the Commons, who exist to produce legislation in any matters not exclusively assigned to the provinces. In the Commons, members are elected by popular vote, each in his own riding across the country. These ridings, like American Congressional Districts, are established on the basis of population; there is no attempt to achieve a balance between provinces or interest areas across the country in the House of Commons.

The Senate, on the other hand, contains 102 members allocated by geographical division. The senators are appointed for life by the Governor General on the advice of the cabinet in power, and the approval of the Senate is required before a Commons bill goes for royal assent. They are responsible to the Senate, and seats are often used as rewards for services to a political party. This house tends to be cautious and conservative and usually does not oppose the Commons in important issues. As a result of these circumstances, the Senate has much less power and influence than the Commons, and in fact its value as a political institution has often been questioned.

The Judiciary
In the original act, parliament was empowered to set up a court of appeal. This it did and named its creation the Supreme Court, consisting of a chief justice and eight subsidiary justices appointed by the Governor General on the advice of the government in power. The Supreme Court acts as a general appeal court in civil and criminal cases. It can be required by the Governor General to advise on any questions he refers to it and, since 1962, its judgments have been final and conclusive. Before 1962, the final court of appeal for Canadians was the Judicial Committee of the Privy Council in Great Britain. Latterly, the Supreme Court has interpreted the Canadian Constitution.

There are a number of other features of government which should be pointed out. One of these is the function of the Opposition. Canada does not have a two-party system; there are a number of parties in the House of Commons. However, the opposition is the second largest party in the commons, and its duties are to check proposals of the party in power, persuade it to accept amendments to its bills, and attempt to replace it.

The Cabinet
The Cabinet directs the executive branch of government under the leadership of the Prime Minister. All cabinet members, except senators, are directly elected. The cabinet member is usually a member of parliament is traditionally elected as soon as possible after his appointment. Each cabinet member is usually the head of a large department of government, for example, Minister of Transport, Trade and Commerce, Northern Affairs, Health and Welfare, Defense, and so on. The concept of cabinet responsibility im-
Canadians), a situation where 20 million people cannot exist in political cohesion may seem to be incredible. To understand why this is the case and what is happening in Canada and in Quebec, it is important to first have some idea of how the country called Canada came to be.

The Canadian Dilemma

As the latter part of this article will show, there are two main problems in maintaining the cohesion of Canadian Confederation. In recent years, these two problems have reached crisis proportions, and they now threaten the nation's very survival. They are: the inherent weakness of the Canadian Constitution, and the continuing fears of French Canadians, that their culture and society will disappear in the continued union with English Canada.

It is the problem of the Constitution which has yielded such phenomena as the recent moves towards increased provincial legislative powers. Technological developments have tended to intensify Canada's regional fragmentation and to create more sharply defined polarization of interest between economic sectors. Because of history and geography, these sectors tend to fall within well-defined political boundaries, and the result has been that provincial governments, economic and social pressure groups, and the voices of popular national interest find common ground in their demands for greater autonomy in specific areas of interest.

For example: British Columbia is a relatively undeveloped province with a tremendous potential as a vast trade terminus for Canadian product distribution among the nations of the Pacific Rim — chiefly Japan and the United States west coast. Her government pressures the federal authority for greater control of marine and inland transportation facilities and mineral and forest exploitation. Alberta is now the great hydrocarbon fuel supplier. Her government presses for greater control of natural resource exploitation and the pricing and transport of this commodity. Saskatchewan and Manitoba are chiefly concerned with the problem of the prairie farmer — subsidies, pricing, and especially the transport of grain products. Ontario is Canada's richest province with the most widely diversified economy. Her problems and demands are as complex as her matrix of agriculture, industry, mining and transportation. In addition, Ontario contains the largest population of French-speaking Canadians outside Quebec. Nova Scotia and New Brunswick face tremendous problems relating to a declining population, high unemployment, and an economy still chiefly dependent upon the sea. Prince Edward Island, a province with a population of only 100,000, is so dependent upon federal equalization payments that she is in no position to demand anything from the federal authority.

Newfoundland looks to the exploitation of the mineral and hydroelectric potential of Labrador for her future. Paradoxically the oldest continually settled area of North America (fishing communities were established as early as 1500), it remains one of the poorest in terms of industrial development.

Lastly, there is Quebec, with her industrial development begun so late; with her long history of neglect and paternalism; with her traumatic division between 5 million French and 1 million English speaking people; and with her militant body of organization labor — a product of that neglect, paternalism and almost incredibly rapid social and economic change.

Because of her peculiar position, Quebec sees the need for increased authority in almost every area of government activity — regardless of the division of that authority as defined by the British for a strong central government to obtain as much power as it possibly can in every possible area.

The provincial governments represent a parallel structure to the federal government. The Crown is represented in provincial legislatures by a Lieutenant Governor, appointed by the Governor General. The legislature consists of elected representatives, which may be dissolved by the Lieutenant Governor on the advice of the provincial premier. In the same fashion as the federal government, the provincial governments have a Premier, or Prime Minister, a cabinet, and a judiciary consisting of a supreme court for each province in the Dominion.

Provincial Rights

There are outlined within the British North America Act a number of provisions relating to the allocation of powers between the federal and provincial authority. They are chiefly the following:

- The provinces have the right to tax within their borders.
- They have other rights as specified; for instance, education and official languages and in general all matters of a purely provincial nature.

The important principle here is that the federal government retains those powers not specifically given to provincial governments. This has been done by interpreting widely the sections which allow the provinces to legislate on property and civil rights within the province and interpreting narrowly federal power to make all laws for the peace, order, and good government of Canada.

Regardless of this, however, in recent years a number of provincial governments have been faced with what they consider to be unacceptable restrictions in areas of primary concern. For example, on the prairies, Alberta's vast petroleum wealth has produced a situation where, in order to maximize its gains, the provincial government feels that it must have control over not only the exploitation of these resources but their distribution and pricing as well.

Similarly, in the province of Quebec, the provincial government faced with the continuing erosion of French-Canadian language and culture insists that it must have greater powers especially in regard to communications, immigration, trade, and so on.

By the late 70's, the problem brought about by this constitutional problem had reached critical proportions, although this was not generally realized by the bulk of the population. In effect, four concurrent polarizations were made, each to represent a possible solution to the constitutional problem.

The first, the federalist approach, would probably best be represented by the civil service. A self-perpetuating, monolithic structure, the civil service in Canada is not subject to the American style "spoils system." A permanent institution, regardless of the government in power, it has pushed steadily and consistently for a strong central government to obtain as much power as it possibly can in every possible area.

The second, possibly represented by the government in power as it is today, attempts to maintain the status quo with sovereign provinces and a strong central government.

The third, as represented by provinces who have only recently obtained the financial means to pursue their own goals, stand for more provincial authority without dissolving the Confederation. They seek a redistribution of powers in favor of the provinces but have no intention of breaking up the country.

Finally the most doctrinaire of the groups, the Separatists, are obviously intent on solving the problems of the constitution by removing themselves from its authority. It is only in Quebec that a coherent political organization of this type presently exists. Dedicated to the sovereignty of the Province of Quebec, the Parti Quebecois pursues the course of action designed to maximize the benefits accruing to the province while preparing the way for final secession.

It is important to realize that there is no other organization in Canada which is now attempting to establish a separate nation state. No other group possesses the distinct language, culture, history and social requisites to do so. Furthermore, it must be understood that there is no other people in Canada who have the will to do so.
The Fundamental Issues of Quebec Separatism

Nationalism, along lines of language and culture, has been seen as a long-standing tradition in French-Canadian society. The efforts of the central authority from the conquest onwards have been directed toward maintaining domestic satisfaction by the preservation of those values which set the French Canadians apart from "English" North America. Simultaneously, the social reality of intensified English-speaking population within and without the heartland of French-Canada — Quebec — has served to strengthen this nationalism, to temper it, and to give determination to those people who nurture it. Historic events have served to shepherd this nationalism within recognized political boundaries, the Province of Quebec, and to enable its continuance in a population separate both officially and really from the remainder of North America's occupants.

Political events have produced a situation in which the Province of Quebec, like the other Provinces, is in continual jurisdictional conflict with federal authority over population of social and economic events. Active racism on the parts of both the French and English has inhibited social contact between the two groups, increasing emotional nationalism. These factors have contributed to the social fragmentation known as separationism. Yet another catalyst enables the philosophy of separationism to become reality: the United States of America.

A HISTORY OF THE EVENTS LEADING TO THE CANADIAN CIVIL WAR

In 1523, the French king, Francis I, sought and found an official region among his own subjects. Jacques Cartier, the Breton of St. Malo, was an experienced navigator who probably had already made several fishing expeditions to Newfoundland. He crossed the Atlantic in the summer of 1524, and on July 24 landed in the Baie de Chaleur, the great bay which now separates New Brunswick from Quebec. Here he formally laid claim to the whole of the new land by erecting a huge cross, 30 feet high at the mouth of the Gaspe harbour. Below the crossbar was set up a shield with three fleur de lys in relief and above it a board with the words Vive la Rois de France. Then all knelt, hands joined in prayer and worshipped the cross in the presence of the Indians.

As the 18th century came to a close, the French continued to exploit the fisheries and the fur trade. Serious attempts to found permanent colonies in the new world only began in 1604 when Samuel de Champlain made landfall at the Maine-New Brunswick border, where he founded Port Royal at Annapolis. In 1608, he set out for the St. Lawrence where he established the first settlement at the site of Quebec.

Champlain set the style for French expansion in the New World — from the beginning he was aggressive. While the Dutch and the English were prepared to adopt a waiting attitude, and to avoid too direct contact with their Indian customers, the French, in hearing of fur, were ready go directly to the sources of supply.

Champlain himself immediately laid the basis for the social and cultural relations of the future by contracting a number of political alliances with the tribes of the St. Lawrence region. When he arrived in 1608, he discovered that the river valley had evidently been occupied by a large group of a local tribe of warlike negroes on the one hand by the northern hunting Indians, with whom the French had been in contact for decades, and on the other by the Iroquois and tribes of the south. Eventually, as early as 1609, he was off up the Richelieu on a raiding expedition and met the Iroquois on the shores of Lake Champlain. There he made the fatal error. He used French firearms, arquebuses, to kill some of the Iroquois who were threatening his Huron guides. With this fatal act, he condemned the French colonists to 150 years of unrelenting warfare with the Five Nations Confederacy.

The history of New France from the time of Champlain's first contact with the Iroquois to the final battle at Quebec was one constant conflict — conflict which became more bitter as the Indians were gradually replaced by their new-found allies, the British colonists of the Atlantic seaboard. While the French continued to exploit the fur trade, and their best young men, the courriers de bois, penetrated further and further into the heart of the continent (down the Mississippi and Missouri, as far to the west as Lake Winnipeg), the British continued to build a series of permanent farming communities stretching from Massachusetts to the Carolinas.

It was at this time, in the first few decades of the 18th century, that the essential characteristics of each of the two colonies emerged — characteristics which were to provide the cultural and philosophic bases of the two emerging societies in North America and New France. The French, and the British, began to develop its own overseas mercantile system. Officially, the colonies in North America were there strictly for exploitation. The permanent settlements were to act as collecting points for the critically important fur trade. While the British farmers extended their landholdings to the rim of the Appalachian barrier, the French established forts along their trading routes, to block further progress of their enemies to the sources of supply.

The second major point in which the two colonies lay at variance was the manner by which they were governed. In Canada, the full federal system of 17th century France was transplanted to Canadian soil. Under the Ancien Regime, the seigneurs, the great landholders, held a position roughly analogous to that of the aristocrats of Europe. At no time, however, were the habitants, the French-Canadian farmers, ever as completely tied to the land and to the local lords as were their European brethren. There was one royal governor for the whole colony, but the local structure was completely dependent upon the mother country for all but the most basic commodities, the Minister of Marine in Paris was under no compulsion to grant the colonists any greater liberties or privileges than were enjoyed by the French people as a whole.

Lastly, the position of the Church in New France was a direct result from the British settlement. First, the primacy of the Church in New France held a recognized position of civil authority. There was no such parallel institution in the British colonies. Second, while the British government in one way or another encouraged mass emigration, the French government seemed to discourage it. For example, whereas the New World was open to English religious dissenters, the reverse was true in New France. The colony was not open to the French Protestants. Political power of the Church was sufficient to ensure the Catholic purity of the new colony.

These, then, were the stigma of French-Canadian society: first, numerical weakness; second, a marginal economy; and third, a tradition of government without concern in effect, political alienation.

From the moment that England went to war with Spain in 1739 over Captain Jenkins' amputated ear, the French had begun to realize that the crisis in North America was at last at hand. On all three fronts — east, southwest, and northwestern — the opposing lines were drawing ominously closer. The treasured resources were confronted each other and jostled each other. Even more than England, the English colonies were ready to push on toward the final collision. Already they were dimly aware of their imperial destiny in the New World, and for some of them there was no more reason to delay or compromise. In campaign after campaign through the War of Austrian Succession and in the Seven Years War known to Americans as the French and Indian wars the colonists and the British regulars piece after piece from New France.

Finally, the battle of Quebec and the ensuing surrender of Montreal fulfilled the hopes of the most ambitious leaders of the New England colonies and the British Empire. After a ruthless struggle lasting more than seventy years, the Anglo-Americans had triumphed. France and the Canadians could not obstruct any further the expansion of British colonization in North America.

The Advent of British Rule

Following the conquest, however, the conduct of the British authorities helped to reconcile the Canadians to the new regime. The military governors were good administrators, careful to reassure a population which had expected the worst. Official French propaganda had repeatedly stated that defeat would mean terror, but the measures taken by the military commanders aided a rapid return to normal daily life. The reality was that the long conflict had left behind much destruction and a great deal of general apathy. By the time of the conquest, the colony was almost bankrupt due to the corruption and inefficiency of the French colonial officials. All circumstances helped to render the establishment of British rule fairly easy.

But with the conquest came trauma. Canadians of the upper class who refused to submit to the victors emigrated. They saw that their personal future was compromised in the colony where the principal channels of social mobility would in the future be occupied by the British. The Canadians had to learn to limit their ambitions and to install the horizons shrank to fit their diminished chances of social success. Deprived of the indispensable backing of the mother country, and left to their own resources, submitting to the rule of a foreign upper class, French Canada lived in a state of subordination.

At this time there began to appear a group in Quebec that could be called the English Party. The British merchants and adventurers who had come to Canada immediately recognized the greatest expectation for the most part to become its ruling class. They had been patient during the military regime; but with the establishment of civil government in 1764, they expected to dominate the assembly, which was to be formed and to control both the Canadians, and the officials sent from Great Britain. It was shortly after this, in 1774, that the Quebec Act was passed to protect the French Canadians from the predations of the English.
adventurers and to bring some order to the Canadian colony.

The Quebec Act
The act was crucial to both Canadian and American history, because while it reestablished French civil law and maintained the seigneurial system, giving legal recognition to the Church and including Canadians in the conduct of public affairs, it forbade any American expansion west of the Appalachians. It was the fury of the New England Colonists at the protection given to the Catholic Canadian colony which was one of the contributing factors to the American Revolution. The paternalism of the Quebec Act, however, fulfilled the dreams of the principal Canadian leaders who at least saw some return to the social status they previously enjoyed. In particular, the military governor, Sir Guy Carleton, received the enthusiastic support of the higher clergy, who in the circumstances of the moment were the most influential representatives of the Canadian community. As a soldier, Carleton wanted to make his province a secure base for a British army if it should have to establish order in the American colonies. Further, he imagined that the Canadian militia would contribute to the defense of imperial authority or at least protect the St. Lawrence Valley from rebel attack.

The seigneurs and the higher clergy encouraged his hopes. They did not realize or would not admit that the bulk of the population offered a kind of passive resistance to the British occupation. When the American invasion did come, Carleton and the Canadian leaders suffered a bitter disappointment. In general, the people refused to take up arms, despite the authoritative appeals of bishops, clergy, and seigneurs. The Canadians took the occasion to show their hatred of or indifference to the English and their mistrust of those who cooperated with them. On the other hand, the Americans had nothing to offer, while the rudimentary equipment and poor organization of their forces did not escape notice. So most of the population adopted a neutrality.

With the Treaty of Versailles in 1783, however, there occurred another major event that was to prove critical to the history of Canada: the influx of the United Empire Loyalists. Known in the United States as Tories, these were the people who would not support the rebellion. They fled to the British authority in the North in three great movements: one, to the western St. Lawrence Valley, where they would find what was eventually to become the province of Ontario; another to the East, which was to become New Brunswick; and the third, and perhaps the most significant of the three, a movement into the province of Quebec. All told, approximately 40,000 people moved north between the years 1783 and 1800. These newcomers to the colony, who had left their native lands in order to remain loyal to the Crown, were astounded to realize that they had to obey foreign laws. In particular, the seigneurial system was repugnant to them. They protested and accused the government of depriving them of their rights as British subjects. As a result in 1791 the British parliament passed the Constitutional Act, which solved most of the problems of the new nation. The old colony of Quebec was split, the eastern section being largely French Canadian and known as Lower Canada; the western and formerly almost uninhabited section being largely immigrant loyalists and English and called Upper Canada.

Lower Canada, or Quebec, retained its confirmed French institutions of the 1774 Quebec Act, namely seigneurial land tenure, the Catholic Church, and French civil law. French Canadians and Catholics were in the preponderant majority. They received, however, a definite constitutional improvement in the granting of an elected assembly, largely in response to the demands of the English elements, especially traders in the colony.

The Loyalist Influx and the War of 1812
This first minor threat to the integrity of French Canada didn't stop, however, for by 1800 the settlers which had been founded by the refugees of the War of Independence were growing steadily. On the heels of the Loyalists came a stream of American colonists who simply followed the natural path of western migration around the lower lakes. Some of these people settled east of the Richelieu River in what came to be called the Eastern Townships of Quebec, but the majority

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### ForcEs Available to the Federal Government

#### Regular Land Forces

**Western Canada**
- Calgary, Alberta: 1 Combat Group
  - Lord Strathcona's Horse (Royal Canadians)
  - Light Recce, Lynx, M-113
- 3rd Regiment, Royal Canadian Horse Artillery: 2 bty M-109, 1 Ad bty
- 1st Bn, Princess Patricia's Canadian Light Infantry: 1 Coy in M-113, 2 Cos mot
- 2nd Bn, PPCLI
- 3rd Bn, PPCLI

**Petawawa, Ontario: 2 Combat Group**
- 8th Canadian Hussars (Princess Louise's): Light Recce
- 2nd Regiment, Royal Canadian Horse Artillery: 2 bty 105mm hows, 1 Ad troop
- 1st and 3rd Bns, The Royal Canadian Regiment: as PPCLI

**Edmonton, Alberta: The Canadian Airborne Regiment**
- 1 AB arty Bty: 105 mm hows
- 2 Airborne Commandos (bns)

**Eastern Canada**
- Gagetown, New Brunswick: Combat Arms Training Center

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#### Canadian Forces Land Reserves

Reserve units are organized as either major units ("regiments") of about 120-150 all ranks or minor units (company equivalents) of about 50 all ranks. Service is voluntary and units are distributed as detailed in the accompanying Table A.

These units are trained to: immediately reinforce existing regular force units with approximately 75 percent of their strength; leave the remainder behind as training cadres or to remain intact as the nucleus of whole major units of battlefield strength. Alternatively, the major units could provide company equivalents to constitute composite battalion/regiments leavened with regular force officers and NFCO's. The provinces could provide field units based on these alternatives according to Table B.

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#### Table A: Land Reserve Distribution

<table>
<thead>
<tr>
<th>Province/Area</th>
<th>Population</th>
<th>No. Major Units</th>
<th>No. Minor Units</th>
<th>Total Effective Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maritimes</td>
<td>2,000,000</td>
<td>17</td>
<td>3</td>
<td>2,700</td>
</tr>
<tr>
<td>Quebec</td>
<td>6,000,000</td>
<td>22</td>
<td>2</td>
<td>3,400</td>
</tr>
<tr>
<td>Ontario</td>
<td>7,886,000</td>
<td>38</td>
<td>2</td>
<td>5,800</td>
</tr>
<tr>
<td>Man., Sask., Alberta</td>
<td>3,500,000</td>
<td>19</td>
<td>3</td>
<td>3,000</td>
</tr>
<tr>
<td>Brit. Col.</td>
<td>2,300,000</td>
<td>10</td>
<td>1</td>
<td>1,550</td>
</tr>
<tr>
<td><strong>TOTALS</strong></td>
<td><strong>106</strong></td>
<td></td>
<td><strong>11</strong></td>
<td><strong>16,450</strong></td>
</tr>
</tbody>
</table>

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#### Table B: Field Units by Province

<table>
<thead>
<tr>
<th>Province/Area</th>
<th>Bn-Level Whole Major Units</th>
<th>Bn-Level Composite Units</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Inf</td>
<td>Arty</td>
</tr>
<tr>
<td>Maritimes</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>Quebec</td>
<td>12</td>
<td>3</td>
</tr>
<tr>
<td>Ontario</td>
<td>21</td>
<td>4</td>
</tr>
<tr>
<td>Prairies</td>
<td>7</td>
<td>4</td>
</tr>
<tr>
<td>Brit. Col.</td>
<td>4</td>
<td>1</td>
</tr>
</tbody>
</table>

---
ventured further west to fill up the gaps in the Loyalists settlements around Lake Ontario and to penetrate the peninsula between Lake Erie and Lake Huron. The original Loyalists had numbered less than 6,000, but on the eve of the War of 1812, there were perhaps 80,000 inhabitants of Upper Canada or Ontario. With only a sprinkling of British immigrants in the mass of frontiersmen from New York and Vermont, Upper Canada was the most Americanized of all the British provinces. Even Lower Canada, which at the time of its creation in 1791, had contained only a few British merchants and a growing majority of French Canadians, had now been invaded by thousands of typical New England pioneers.

When the United States declared war against Great Britain in June of 1812, there were less than 5,000 British settlers in the province. The population, which totalled less than 500,000 versus 7.5 million Americans, was probably less certain in its loyalty than it had been 25 years before. The Loyalists and their descendants were ready enough for a fight, and they dominated society in New Brunswick and to a lesser extent in Nova Scotia. But in Lower Canada, which was far more open to attack, there were only a few British to offset a mass of dubious French and an even more dubious fringe of oddball settlers.

In Upper Canada, which was the most exposed of all the provinces, the original Loyalist population had been surrounded and submerged by an influx of typical American pioneers who came with no particular affection for British institutions, and a very real desire for free land.

But the saving of the colonies probably stemmed from two sources. First the division of the United States and second the stubbornness of the colonists themselves. While the Canadians really did not assist the British to any great extent and while, in fact, the battles were fought almost entirely by British regulars, at the same time they had absolutely no interest in the Americans either. This lack of support among the invaded population was sufficient to cause the breakdown of the ill-organized and poorly planned American assault.

One of the bright points of the campaign, insofar as the Canadian civilians were concerned, was the major success of the Battle of Chateauguay, southwest of Montreal, where the French-Canadian militia, led by de Salleberry, decisively defeated the American column advancing northwest from Plattsburgh. If the French Canadians were indifferent to their British conquerors, they were certainly hostile to their traditional enemies, the Protestants of New England. It was during these early periods that some of the fundamental characteristics of Canadian society began to coalesce. The first of these was a certain passivity, a disinclination to resort to armed force to settle political problems. The second was the gradual emergence of what was to become the Two Solitudes in the Province of Quebec.

The Two Solitudes and Rebellion

With the threat of southern invasion dissipated, the Canadians, both French and English, settled down to carving out a nation. The problem was that within the borders of Quebec there was no mixing of the two peoples. The French Canadians pursued their own lives. They tilled the fields; they attended their churches; they maintained the integrity of their own culture. The English Canadians were mobile; they were the merchants, the traders, the bankers. At the same time they maintained separate farming communities in southeastern Quebec until there emerged within the borders of the colony two parallel societies with little in common.

In 1837, however, long decades of British paternalism broke out in open rebellion. In its determination to prevent a second revolution in North America, the British Parliament had allowed local autonomous government to evolve into an oligarchy of the financial elite. Armed uprisings took place in both Upper and Lower Canada, and British troops were sent to quell the rebellions. But although the Canadian uprisings had ended, the problem of the two solitudes had barely begun. A number of the radical agitators fled to the United

THE VIOLENT OPTION

Civil War is, at least, one of the possible "solutions" to Canada's problem of national unity. Since Prime Minister Trudeau has made it quite clear that he would never resort to force to return Quebec to Confederation should the majority of her people opt for independence, armed intervention would seem to be the least likely scenario in the Canadian dilemma.

There are many possibilities, however, including: a unilateral declaration of independence by a Quebec government which does not have the prerequisite mandate; a possible vicious and brutal treatment of the English-speaking minority; or the possibility of an economic catastrophe which could only be averted by the Federal government asserting itself in no uncertain terms. But there is nothing like history to set a good precedent — one such as that set in the fall of 1880.

A hypothetical scenario might unfold something like this:

November 7: The government of Quebec has held a referendum on the subject of independence. The referendum has been passed with about 60 percent majority. However there are serious accusations of manipulation in that the referendum was prepared by a professional public relations firm and has been labelled by many prominent Quebec federalists as being so ambiguous as to constitute no mandate at all. Further, two months before the referendum, the provincial government dropped the voting age to 16 with the resulting new body of solidly separatist voters more than compensating for the solid pro-federalist English-speaking block.

November 9: The Canadian Prime Minister, personally opposed to intervention, is faced with a cabinet split. As an emergency gesture, he proposes a last-ditch convention of the provinces, with the precedent of previous federal-province conferences, to prepare a replacement for the BNA Act. His cabinet, however, divides in three. Some favor the idea of a convention, some are opposed to any concession, and some have abandoned any hope of holding Confederation together. The "Toronto Star" leads important journals in proposing that the "errant sister" be allowed to go in peace: "We hope never to live in a nation where one section is pinned to the residue by bayonets.

November 10: The Quebec National Assembly passes a bill calling for a "National Convention" to meet to prepare the constitution of the new Republic. The Lieutenant Governor refuses to give royal assent to the Bill. When this is announced in the Assembly, the benches of the governing Parti Quebecois break into gailes of laughter. The opposition parties walk out of the House. The Prime Minister of Canada remains silent.

November 12: The Montreal and Toronto Stock Exchanges experience heavy selling with a sharp drop in prices. Investors in the New York Stock Exchange begin to dump billions of dollars of Canadian and Quebec bond issues.

November 13: The Quebec National Assembly votes to expand the Quebec Police Force by some 10,000 "Volunteer Deputies" in order to assume "those duties now carried out by the Royal Canadian Mounted Police" in Quebec and to "ensnare Public Security and Protection in these Troubled Times."

November 20: The Prime Minister makes a nationwide address. He repeats the assertions he has made throughout the past years that the provinces are subject to Canadian law (including the BNA Act); that the federal government will continue to collect taxes under its jurisdiction and will protect the National Public Property despite resistance and that it is the duty of the government to do so. He insists that the government, after the harrowing experience of the War Measures Act, could not take armed action against strictly verbal opposition to the federal authority, and that the Supreme Court of Canada would interpret any legislative action by the Quebec government as it always has done for all provinces.

December 10: The Quebec Minister of Inter-governmental Affairs presents a memorandum to the Prime Minister stating that the State of Quebec would not molest Canadian property prior to the Bill of Secession, at which time the two sovereign governments would then negotiate an amicable agreement over the disposal of Crown property in Quebec. He specifically lists the property of the Canadian National Railroad, the Canadian Broadcasting Corporation, Air Canada, the St. Lawrence Seaway Authority, the National Harbours Board, and the Department of Transport (which owns and operates all airport facilities). He makes no mention of private holdings in Quebec by non-Quebecois, but does specify that Quebec is an indivisible political unit — referring to native unrest in Northern Quebec and a slightly madcap English Separatist movement in western Montreal.

December 17: The Quebec National Convention meets in Montreal. A Table of Rules of Order, as prepared by the Quebec Government, sets a time limit on debate and permits discussion in the House only. That evening a resolution is passed stating: "That it is the opinion of this convention that Quebec should forthwith secede from the Confederate Union, known as Canada." Another resolution is called empowering the government to sit as a committee to prepare a draft constitution.

December 24: The government tables the Constitution of the State of Quebec in the National Convention. It calls for a Parliamentary
States where their arrival awakened immediate and active support for the cause of Canadian “Liberty.” All along the northern border of the United States, patriot societies and hunters lodges were organized for the express purpose of invading Canada. Hundreds of American citizens as well as numbers of Canadian refugees were openly recruited, armed and drilled on American soil, and the British authorities realized that some solution had to be found.

Durham’s Report and Union

The result was the mission of the Earl of Durham to the Canadas. At a time when American principles had been discredited by raids and revolutions, Durham restored British ideas and practices to their old prestige. The essential points of his report to Parliament in the late winter of 1839 were that, first, the Canadas would have to be joined in a union; second, that responsible local government would have to be provided; and third, that the continued loyalty of the entire colony could be assured by the anglicization and assimilation of the French Canadians.

In 1840, the parliament at Westminster passed the Act of Union, which established the united province of Canada. The new system which came into operation in the following year brought a real change to colonial government in the St. Lawrence Valley. With the obvious intention of neutralizing the French Canadian majority in the new united province, the old Lower Canada, or Canada East as it was now called officially, was given the same representation in the assembly as Canada West. This legislative equality tended to preserve the distinction between the two provinces, and to prevent unity and stability in their government. Politically the province was a dualism in an uneasy state of balance. Throughout this period, of course, the explorers and the frontier settlers had not been idle.

Western Expansion and Anglo-American Conflict

Northwest of the Upper Canadian settlements, which occupied the peninsula between Lakes Ontario, Erie, and Huron, stretched the endless rocky plateau of the pre-cambrian shield. Beyond that and with the edge of the prairies by the forks of the Red and Assiniboine Rivers lay the Red River Settlement, the one important colony in the British Northwest. The original nucleus of the colony had been formed by Scots settlers sent in by Lord Selkirk in 1812.

Furthermore, operating throughout the great Northwest of Canada, from the Pacific to Hudson’s Bay, was the Hudson’s Bay Company — literally a government to itself in the millions of square miles of the Canadian prairies and north. Living side by side with the Red River settlers and Bay traders were the people who were the offspring of the original French explorers in the northwest — the Metis, who trapped, hunted buffalo, and traded goods for the Hudson’s Bay Company. On the far west coast, the Oregon Settlement of 1846 divided the disputed Oregon territory by prolonging the 49th Parallel of the international boundary to the ocean and giving Vancouver Island to Great Britain.

It was with the onset of the War between the States that the British government finally woke up and realized what was really happening in northwestern America — it was only the suppression of the southern states to continued northern advance that preserved the British Empire. The American network of colonies across the Canadian prairie. With the withdrawal of the Confederacy, the last checks and inhibitions from the northern strategy were removed. In 1862, the Free Homestead Law was passed; the Union Pacific was chartered in 1862 and the Northern Pacific in 1864. The use of these new rail techniques in western settlement seemed to threaten the encirclement and the penetration of the few British outposts in the plains and on the Pacific.

American steamers plied the Red River; the mail and even some of the Hudson’s Bay Company supplies were coming in from St. Paul, and the citizens of the new state of Minnesota began to show a great curiosity in the fate of the Red and
Saskatchewan River districts. On the Pacific slope, where the gold rush in the Fraser River valley had brought in some 20,000 people to swell the British Columbia colony in the two years from 1868 to 1870, the maritime provinces of New Brunswick, Nova Scotia, and Prince Edward Island, while the other, significantly of maritime origin, was a confederation of the maritime provinces alone to the exclusion of the Canadian.

Confederation

In the meantime, the British government was not blind to the possibility of a war with the United States, especially after the Confederate privateer incidents, such as the Trent Affair of 1861. The upshot was that the British government pushed and pushed hard for a general Canadian union. This was not at all popular with the Canadian provinces, but finally, on July 1, 1867, by Royal proclamation the British North America Act was passed uniting Canada, Nova Scotia, and New Brunswick in a new constitution to be called the Dominion of Canada. Emphasizing expansion, national unification, and independence, Canadian union was a typical experiment in 19th century nation building.

In summary, there were five main reasons for the provinces of Canada to join the Confederation. The first was the fact that the long-proposed inter-colonial railway had never been built. The hostility of the United States toward Britain in the 1860s accentuated the already vast distances and the strategic need for such a railway. However, no individual colony had financial resources to complete its own section, and the contemporary British attitude, government and private, was that financial help could only be offered by a much more solid organization than the government of one small colony.

Second was that the problem of developing the prairies depended upon transport and communications. If these were not organized, Canada would lose her room for western expansion by default to the United States; but there was no single authority capable of undertaking the project. The extension of annexation made the problem more urgent.

Third, the British feared that British Columbia would be lost because of the lack of an adequate transport link across the prairies. Fourth, there was a climate of Anglo-American hostility at the end of the Civil War in 1865. It was felt that Canada would naturally be concerned in any hostility or hostile measures that might ensue, as in 1812 and 1814; and it was obvious that the colonies would be better able to handle defense problems as one group rather than as separate small colonies.

The fifth, and perhaps most important cause of Confederation, however, was the political deadlock within Canada itself. The Union Act of 1841 had failed; and success mainly because it was based on the ethnic difference between English and French Canada. Although the aims of both French Canadian and English reformers had been temporarily the same in the 1830s, once responsible government had been achieved, these two groups developed along different lines. The first two-thirds of the Union Act was that Canada East and Canada West, as Quebec and Ontario were called, would have equal representation. When in the 1860s, however, it became apparent that the population of former Upper Canada or Ontario increasingly exceeded that of French Canada, a demand grow that the assembly should be organized on a basis of representation by population. This suggestion was bitterly resented by French Canadians for they feared that as a minority they might well lose their rights to education, language, and religion.

The end result of all this was the realization that a new constitutional system was obviously necessary. It was also obvious that the only type of political solution that French Canadians would accept would be one that would allow them to elect their own government over their own physical territory and endowed with considerable local powers.

Manifest Destiny—Canada Perseveres

In the meantime, the conclusion of the American Civil War which released all the pent-up expansive forces in the United States, had inevitably intensified its imperialism. The subjugation of the defeated south was accompanied by a rigorous campaign for the annexation of the still-independent states of those movements was apparently a small group of vociferous radical republicans, such as Chandler, Banks, Sumner, and Butler. But the urge for the acquisition of British North America had its supporters in the administration itself, as well as in Congress.

In the summer of 1867, W. H. Seaward publicly affirmed his belief that "nature had intended that the whole continent should come within the magic circle of the American Union," and even President Johnson, in his last annual message, alluded to the prospect of acquisition of adjacent communities. The new president, Ulysses S. Grant, was more determined and outspoken in his desire to acquire Canada, and his Secretary of State, Fish, brought up several occasions in discussions with the British minister at Washington.

The purchase of Alaska had aroused an acquisitive interest in the north Pacific coast; the economic dependence of Red River on St. Paul had awakened a strong annexation sentiment in Minnesota. The treaty with Minnesota is best known, but over the whole of British North America hung the enormous danger of the Alabama claims, which in the minds of many influential Americans, including that of the new president, might be liquidated best by the accession of the new dominion to the United States. The American and British governments had both been considering the possibility of extending the Ottawa river to include the domains of the old Hudson's Bay Company within the new nation was the most urgent task facing the Canadian government.

The government didn't waste time. In 1869 an agreement was concluded so that the Hudson's Bay Company consented to cede to the Crown its territorial rights in return for financial compensation. Their whole territory, known as Rupert's Land, and the Northwest Territories, were to be transferred by Great Britain to the Dominion Canada decided that the whole region was to be administered by a Lieutenant Governor with an appointed council, and in 1869 sent one out. He never reached his destination. He was stopped by the agents of the provisional government which had just been set up in the Red River settlement. The first attempt of Canada to forestall the United States and to grasp the British American West had opened with a rebellion.

The resistance at Red River was one of the last episodes in the retreat of the fur trade before the advance of the agricultural settlements. The Red River colony was a typical fur trade colony, and though it had developed and progressed, it still bore the marks of its origin. In 1869, its population was composed of Hudson's Bay Company officers, English, Canadian and American traders; Scots and English settlers, and English and French half-breeds. The French half-breeds, the Metis, were the most politically conscious and effectively organized members of the community. They had a defiant sense of their own identity as a peculiar people, a new nation; and they and the clergy, the French missionary priests, were convinced that the distinctive Metis way of life would be threatened by the coming of a great mass of Protestant, English-speaking immigrants. Led by Louis Riel, the Metis decided to resort to arms. Apparently there was no real intention of a rebellion; the object was a show of force so that the Metis would command attention in all negotiations concerning their land.

The Canadian government was placed in a first-class dilemma. On the one hand, it had to please Quebec which sympathized with the French-speaking Metis; on the other hand, it had to satisfy English Canada which demanded that the rebels be shunted aside. Finally, Canada's first Prime Minister, John A. MacDonald, decided to meet a delegation from the Red River colony to work out an arrangement whereby the colony might enter Confederation. The terms were laid down in the Manitoba Act of 1870. By this act, the province of Manitoba was brought into existence. It was to have the same institutions and rights as the founding provinces. The undeveloped areas remained under the control of the federal government, but the Metis and the Metis were recognized. The understanding was that the unsettled areas were to be used for settlers and railways under the sponsorship of the federal government. Most significantly, Roman Catholic schools and the French language were guaranteed within the province for those concerned.

Completing Confederation — The North-West Rebellion and the Railroad

After Rupert's Land and the Northwest Territories had been united with Canada, the one vulnerable region still remaining outside Confederation was the Pacific Slope. In 1866, with the idea of reducing costs and cutting down on farming economy, the mainland and Vancouver Island were united in the province of British Columbia. In July, 1871, the new province was granted an elected assembly and entered Canadian Confederation. Finally, in 1873, Prince Edward Island joined the union, and Canada included all of the Atlantic provinces except Newfoundland.

During all this time, of course, it had been realized that the Canadian west could not be opened by foot. In addition, part of British Columbia's price of entry into Confederation was the completion of a trans-continental railway. Finally (after a lofty campaign donation to the Prime Minister's party) the contract was awarded to an English Monetateur in 1872. While the railway project, plagued with scandal and graft since its inception, was stumbling toward completion, Canada was rocked by another major ethnic crisis. In the Saskatchewan Territory, Louis Riel had returned. This time he was connected with both Metis and Indian discontent. Together they formed the Red River Rebellion, a number of the Metis had gone to the northwest. Those who remained did not all bother to make their land tenure claims legal. Toward the mid-1880s eastern settlers and immigrants began to penetrate the area. Complaints from the Metis that they were being cheated of their land received little or no attention in Ottawa. In fact, the federal government failed to realize throughout the growing seriousness of the situation. Riel had reached Prince Albert in 1885. At once, the Metis were
necessity for French-Canadian cultural integrity was, at best, irrelevant. Fleeing from a Europe whose ethnic diversity had led to war and chaos, they saw in Canada a great refuge where all of this could be left behind.

The 20th Century

It was at the turn of the century that a series of imperial difficulties precipitated a major Canadian political crisis. For a number of years there had been developing in Britain a group which had put forward the concept of imperial unity with an Imperial Parliament. In 1895, Laurier found a common imperial foreign and defense policy.

Canada's first prime minister had always opposed such an idea and in fact had refused to send a detachment to the Sudan in one of Britain's colonial wars in 1895. The position of his successor, Sir Wilfrid Laurier, was identical, and his policy was to be tested when the Boer War broke out in 1899. The uprising in South Africa caused a wave of pan-Canadianism in 1934 and of conservative opinion. The British Colonial Secretary used the war to further his ideas of imperial federation and unity. He proposed that Canadian troops should be sent to South Africa as a gesture of empire solidarity.

Although English Canadians were apparently heartily in favor of this, French Canadians were completely opposed; they wanted no part of overseas British blood. Laurier offered a compromise. He agreed to have equipped and trained one battalion of imperial volunteers: on arrival in South Africa, the British would be responsible for them. He made it clear that this was an isolated incident and not to be regarded as a habit or precedent. In any case, 7,000 men actually went from Canada, many as volunteers in the British Army.

During the public debate on the matter, the English conservatives raised the predictable charge that Laurier was a traitor and an enemy of the empire. On the other hand, French-Canadian nationalists blackguarded him as a traitor to his own country and as imperialist as any conservative Englishman.

Thus, rifts had once again opened between English and French in Canada. This first breach was further aggravated when Laurier attempted to pay the foundations for the Royal Canadian Navy.

In 1910, as part of a policy of Canadian military autonomy, Laurier committed himself to a small, completely Canadian fleet. But there was opposition from all sides: The nationalist French-Canadian group, now led by Henri Bourassa, condemned Laurier as having committed Canada to Britain's wars; the English conservatives claimed that any Canadian navy would be bound to be second rate and that a better contribution would have been money to help run the Royal Navy. Laurier refused to concede to either side and after a long parliamentary wrangle, the Navy Bill passed into law in late 1910. It is interesting to note that Laurier lost the election that was held the next year. In attempting to reach a compromise between the extremes of imperialism and nationalism, he pleased no one and went down to defeat.

The First World War

In August, 1914, Canada's status was such that Britain's declaration of war automatically involved Canada in the conflict. Canadian participation in the War Measures Act which gave the administration wide scope in governing without the confines of parliamentary procedure. The first military commitment was to raise and train a force of 25,000, and by Christmas, 1914, Canadian troops were disembarking in Europe. The tragedy of the war, however, was magnified at home by a gesture that was at once both foolish and unnecessary. As its chief recruiting officer in the province of Quebec, the federal government appointed a rabid Methodist minister who was an Orangeman as well. It was the first time that French Canada had been subject to such treatment by the central authority, and it was not to be forgotten.

During the course of the war, two further events that were to give rise to a new Canadian nationalism took place. In 1917, the confederation of the new province of New England Canada was violently opposed to conscription. Constantly faced with such harassment as English training, the splitting of French-Canadian drafts into English-speaking units, and diatribes of the Francophone and anti-Catholic minister of militia, Quebec did not want conscription. The result was that the government resorted to unprecedented electoral manipulation to pass the bill. All immigrants from enemy countries after 1902 were disenfranchised and the vote was given to all overseas troops and their female next of kin in Canada at a time when there was no female franchise.

The Inter-War Years

During the twenties, Canada followed a social path more or less similar to that of the United States. While a non-industrial Quebec continued in the pattern of the preceding two decades, widespread urban unrest was felt in the rest of the country. There were many reasons for this discontent: the working class had felt discriminated against in the matter of conscription during the war; many employers and corporations, so far as the previous war was concerned, were in the category of war profiteers. The trade unions were still struggling to obtain recognition of the right for collective bargaining, the cost of living had outstripped wage rates and the end of the war saw a trade slump, unemployment and pay cuts for those who had served.

The character of English Canada was changing rapidly; values of a past era were altering and the political goals of Confederation— to allow the separate development of English and French—were being replaced by the necessity for the central authority to resolve the critical economic issues.

The ensuing election of 1921 brought to power a man who was to retain control of a government for the next 20 years—W. L. Mackenzie King. Under his leadership, any national leader in the English-speaking world. William Lyon MacKenzie King combined all the attributes of a first-class bunco artist with the political skill of a Machiavelli. When, in 1926, he was faced with the problem of having to maintain Canada in the war, and while still occupying a minority position in the House of Commons, he requested the Governor General to dissolve Parliament and call a new general election. The Governor General, Lord Byng, rejected the advice of the Prime Minister, breaking all precedent and pointing out that the Prime Minister had not a plurality in the House. King immediately resigned and campaigned in 1926 on
the unconstitutionality of the Governor General’s interference in Canadian political autonomy. He won his election in 1926 and managed to stay in power (except for a minor lapse between 1930-1935) until his resignation in 1949.

In 1929, however, economic prosperity ended abruptly with the Great Depression. There was little point in detailing the miseries of the Depression, especially in western Canada where the dust bowl conditions on the prairies were no less severe than those in the American midwest.

With 500,000 unemployed, King lost his election in 1935, perhaps fortuitously for himself. The new administration was no more able to cope with economic problems than their predecessors, or in fact their contemporaries in the United States.

Further, the Depression added yet another episode to the history of English-French friction in Canada. After 1920, Quebec entered a period of industrialization, with most of the necessary financing done outside the province. As a result, when the depression struck with factories closed and thousands out of work, there was a strong feeling that the French Canadian had been let down by foreign corporations. In 1936, a new party, the Union Nationale, assumed power in the province, led by Maurice Duplessis. Duplessis played heavily on the theme of federal threats to the French Canadian identity and founded the first truly nationalist political organization in the province.

During this period, Canadian autonomy was finally rounded out by the Statute of Westminster in 1931. This British legislation gave Canada (and all Dominions) final and complete political independence. From that point on, no British law would have any authority in the Dominions, and further, Dominion legislation would have precedence over any of that passed by Britain. One result of that statute was that the Governor General ceased to be the representative of the British government and became the personal representative of the Crown.

The Depression and the Constitution

With Mackenzie King’s return to power in 1935, there occurred a complex series of events which comprised the first major Canadian constitutional crisis. Briefly, what had happened was that King’s defeated predecessor had attempted to enact legislation similar to that of Roosevelt’s New Deal. On taking office, King submitted this legislation to the Supreme Court of Canada to obtain an opinion on its constitutionality. The decision was that, based on its intent to acquire extensive powers, the legislation would have been unconstitutional. The implication was that, under the constitution as laid down in 1867, the federal government lacked the power to help the individual Canadian citizen to the best of its ability. King, feeling that the constitution was as much to blame as the depression, set up a Royal Commission in 1937 to investigate the entire area of Dominion-Provincial relations.

The commission found that the constitution (the British North America Act) had been affected by two major disasters. First, a large number of interpretations by the British Privy Council had reduced the authority of the federal government. Secondly, changing circumstances had brought tremendously increased responsibilities to the provinces which could not have been foreseen by the Fathers of Confederation. In particular, the expansion of social services. In other words, the British North America Act no longer completely suited the 20th century.

The net result was that while the federal government had the power to raise funds to defray social distress, it did not have the authority to decide where these funds were to be disposed of in the provinces. On the other hand, the provinces had the power but not the money. The commission recommended that the federal government’s powers should be broadened, particularly to apply some form of welfare to the country and some measure of control over the country’s economy at the provincial level.

By the time King’s government had prepared the legislation, Canada was at war, and the money was needed for war purposes, not welfare. But the precedent was established, and in years to come, the federal government would extend its powers into more and more areas not specifically forbidden to it by the British North America Act.

The Second World War

Canada’s entry into the Second World War differed significantly from its entry in 1914. Whereas she was brought automatically into the conflict by the expiry of the British ultimatum in August, 1914, it took a declaration of war by the Canadian parliament to accomplish the task a second time. Statistically, Canada’s contribution was significant. Of a total 1939 population of 7.8 million: 630,000 volunteers served in the army, 250,000 in the Royal Canadian Air Force, and 107,000 in the Royal Canadian Navy. In addition, 100,000 men were called up for service under the Conservation Act. In effect, 40.8 percent of the male population aged 18-45 served in the armed forces during the course of the war.

By 1944, it was obvious that voluntary enlistments were not keeping the units up to strength and, in November, in the face of a cabinet crisis, King allowed conscripted soldiers to be sent overseas. As it turned out, there was only a slight outcry, and there was no hostile division as in 1917. The tremendous sacrifices and losses of a total war had brought the real meaning of the world conflict home to all of the Canadian people.

As in Britain, the war produced tremendous social changes in Canada. Women were brought into the labor force in ever-increasing numbers; the intensity of industrial development condensed thirty years worth of activity into the span of four. With the King-Roosevelt Hyde Park Declaration of April, 1941, a gradual fusion began to take place in the economies of the two countries. And finally, with peace in 1945, began one of the greatest waves of immigration ever to reach Canadian shores.

Peace

During the post-war years, 1945-1960, Canada continued the most intensive period of development since Confederation. Politically, formal Canadian citizenship was established in 1947 as being separate from British citizenship. In 1949, it was decided to abolish the right of Canadians to appeal the decisions of the Supreme Court of Canada to the Judicial Committee of the British Privy Council. This made the Canadian Court the final court of appeal for Canadians, and as such, the body to interpret the British North America Act and succeeding constitutional legislation. There remained, however, exceptions to the power of Canada to amend its own constitution, particularly in the fields of provincial rights in connection with language and education. These still technically required an act of the British parliament.

In 1949, the British colony of Newfoundland entered Confederation as Canada’s tenth province. Finally, in a long-led Liberal party managed to remove itself from office in 1956, when it called closure (that is, stopped all debate at a given time limit) on the famous pipe-line debate. This incident, while not particularly important in itself, demonstrated that Canadian politicians could win any election by the use of an exciting, but not really important political issue.

During this period, in federal-provincial affairs, wrangling continued over the means by which financial responsibility of major services should be undertaken. The same old problem of the federal government’s having the money but the provincial government’s having the authority, prevented any national concurrence on the constitutional issue. Economically, everything was on the up. Exploration had revealed vast deposits of fossil fuels, high-grade iron ore deposits, uranium, potash, nickel, and bauxite, to make Canada a major international producer of these commodities.

Finally, the greatest development was the construction, with the cooperation of the United States government, of the St. Lawrence Seaway. Connected with this transportation project was a vast hydro-electric complex supplying power to most of the American northeast.

In the international arena, Canada became a major proponent of the United Nations, entering the Korean conflict in July, 1950, where a brigade group was provided to the Commonwealth division.

In the meantime, at the regional level, there were divergent developments in two provinces which were to significantly influence the course of events over the next twenty years. Alberta, the discovery and exploitation of vast crude oil deposits enabled a provincial government, for the first time, to obtain enough revenue to operate independently of the federal authority. In the meantime in Quebec, an arch-conservative inward-looking, and essentially corrupt government had stifled all social change. Industrial development was taking place in Quebec, but without the leadership of French Canadians. In effect, control of the development of the province was slipping out of the hands of the majority of the population. There were many reasons for this, but chief among them were the active discouragement, by the provincial government, of technological and business education; a complete neglect of any issues which failed to reflect the traditional values of Quebec society; and the open collaboration of provincial authorities with the type of open-market capitalism that had existed in the United States at the turn of the century.

The Contemporary Era

During the 60s, a number of events occurred which provided key to contemporary political trends in Canada. The first was the election, in 1960, of a progressive, reforming party in the province of Quebec. Led by Jean Lesage, the Liberals defeated the Union Nationale and began a program of maitres chez nous,” “masters in our own house.” The brunt of this party’s political platform was to provide the changes in education, in the economy and throughout the social sector to enable French Canadians to regain positions of pre-eminence in the affairs of that province.

Surprisingly, in 1966, ostensibly as a result of attempting to tamper with the confessionalized school system in the province, the Quebec Liberal party was defeated by a revived Union Nationale. It was at this time that the slowly developing separatist movement in the province of Quebec became more evident as evidenced by several bomb incidents which took place in that year in Montreal.

The federal government attempted to seek the roots of the problem by appointing a Royal Commission on Biculturalism and Bilingualism. This Commission made its report in 1965 and it was clear that radical measures were required, including some possible alteration of the constitution to account for Quebec’s special position.
None of these efforts, however, seemed to have had much effect on the rapidly developing spirit of nationalism in the province of Quebec. During the course of these acts, a formally constituted separatist party was founded - Parti Quebecois - led by a former provincial Liberal cabinet minister by the name of Rene Levesque.

In October of 1970 while the Parti Quebecois was making its first attempts at achieving grassroots support, there occurred an incident in Montreal which was finally to awaken Canadians to the realities of their political situation. On October 12, the British Trade Commissioner in Montreal, James Cross, was kidnapped by the terrorist Front de Liberation du Quebec. Within five days, a second cell of the organization kidnapped a Quebec cabinet minister, Pierre Laporte, and the government of Quebec ordered troops into Montreal while preparing the War Measures Act. It will be recalled that this Act was first mentioned in the measures taken on approaching war in 1914. On October 17, the strangled corpse of Pierre Laporte was discovered stuffed in the trunk of a car.

The nation seemed to be in the worst crisis of its history. The federal government passed the War Measures Act, 1970, that effecting to completely suspend all civil liberties in Canada. More than 460 people were arrested after the proclamation - many were obviously innocent and never charged. A few were charged with kidnapping, murder, and sedition. The result in the Province of Quebec was electric.

On November 15, 1970, the Parti Quebecois won the Quebec provincial election. It was now in power in a Canadian province dedicated to the removal of that province from Confederation. With her tremendous economic and cultural dynamism heightened by both the “serious” and “entertaining” media (the distinction is disappearing), the U.S. threatened today to achieve what centuries had failed to accomplish, the absorption of Canada. Although the details of this struggle are outside the parameters of this study, it is sufficient to attest that this is a real situation and that French Canada, for the most part, wants none of it.

With the normal Canadian regional isolation intensified by a linguistic and cultural chasm, young French Canadians are the English Canadians as a doomed and faltering state, unable to accomplish her economic goals; the identity of her people becoming indistinguishable from that of the Americans, with whom a common language is shared; holding Quebec as a threat in a state of perpetual colonial exploitation. With deep bitterness, intellectuals and academics have seen generations of immigrants entering Quebec and rather than being absorbed into the predominant local communities, as is the case everywhere else in North America, opting for the “world of the English”. This rejection of French-Canadian language and culture by the immigrants, more than any other event, has served to solidify nationalist and intellectual opinion in Quebec. Further, the resulting growth of the English-speaking community in Quebec, especially in Montreal, has served to make this city the cockpit of political struggle.

In brief, a growing number of French-speaking Quebecers live in real fear of having their centuries-old culture, society, and language destroyed through constant pressure and association with the English-speaking peoples of North America. They are determined to preserve all that they hold of value in their society by seeking political autonomy to control the factors of their internal and external environment. To further complicate the matter, the province of Quebec is by no means unanimous on its dedication to independence as the final answer. Of Quebec's population of 6 million, approximately 20 percent, or 1,200,000, are not French-speaking. These people are either English, or Europeans who speak a language other than French or English as their mother tongue. For the most part these people wish to have nothing to do with an autonomous state of Quebec.

Among the whole population, a poll conducted by the Montreal Star on May 16, 1977, indicated that the percentage of those who are extreme separatists is that, wish to see Quebec remain from Confederation as soon as possible—accounted for some 28 percent of the total population. Approximately 40 percent were what could be described as federalists, while 32 percent were "indulge grounds" who had either not made up their mind or were undecided and asked to some type of change in the relationship between Quebec and the federal government.

All told, 60 percent of the Quebec population favored Quebec remaining a province in Confederation, although one-third of these people, or 19 percent, want a change in the present order of things to give Quebec more, or special, powers.

The Effects of Disintegration

Given the most likely possible disruption of Confederation, the separation of the Province of Quebec, what would some of the results both for the remaining Canadians and for the international community? In provinces, already hard pressed economically and dependent chiefly on federal subsidies, all four provincial premiers have admitted that their situation in a fragmented Canada would be very precarious. The most likely scenario would be their approach to the New England states, with whom they have had a long history of cooperation, to seek some type of union or affiliation with the United States.

In the remainder of Canada, the situation would not be much better. The province of Ontario, which to all intents and purposes really is an economic unit with the province of Quebec, would probably suffer disaster unparalleled since the Great Depression. Across the Prairies, possibilities vary widely. Manitoba maintains a largely agrarian economy; her population is concentrated mainly in the city of Winnipeg, a major rail terminals, feeding prairie products to Eastern Canada. Saskatchewan, depending on its agricultural and mining wealth, would have no market other than that to the south. In all likelihood, these two provinces would act as a unit - probably maintaining ties with Ontario until mutually engulfed in economic ruin and together seeking incorporation with the United States. Alternatively, should economic prospects be less dim, the three provinces might retain control of the unspoiled resources of the Northwest Territories and persevere in a new form of Canadian union.

Alberta, the petroleum-rich province, would remain the only political unit within Canada that could be self-sustaining. Albertans have already expressed their displeasure with the present status of Confederation, and their willingness to retain close political ties with a faltering federal authority is most questionable. On the other hand, Albertans would be reluctant to see themselves abandoned by the rest of Western Canada to its fate and could provide a precarious leadership in dealing with the Easterners (Ontario) in a new Confederation.

On the West Coast, the British Columbians now have a far closer relationship with the northwestern states of Washington and Oregon than they do with the provinces of Eastern Canada. Their ties with the remainder of the country are the most tenuous of all the provinces, and they would be the most likely to seek their own destiny should Confederation begin to falter.

In short, it’s hard to imagine a Canada disintegrating completely with the loss of Quebec. Internationally, the repercussions of Confederation would be no less onerous. The first effects would be felt in the United States, Canada’s greatest trading partner, where the eastern states depend currently, to a large extent, on hydro-electric power generated in Quebec and Labrador. In addition, North American air defenses are predicated on United States access to Canadian air space. In the area of fossil fuels, the United States has become more and more dependent on Canadian natural gas and oil products; the Alaska pipeline is built across Canadian soil.

In the industrialized West, Canada maintains a position far out of proportion with her small population. Her gross national product falls behind United States, Japan, West Germany, France, and Britain, but her standard of living is almost indistinguishable from that of the United States. A consistent supporter of NATO and a major component of international trade, her collapse would be felt from London to Tokyo.

The Fate of Confederation

It is evident that the breakdown of Canadian unity will deeply affect the lives of not only the 20 million Canadians but also the course of history of those nations with whom they regularly associate. At this point, it might be of some value to survey just what Canadian union has done for her own people, and why it should be worthy of preservation.

To begin with, Canada is a liberal democratic state. Although there have been lapses, government in Canada has always striven toward providing people with food, shelter, clothing, and the opportunity to live their own lives without interference. Further, no federal authority has ever consciously attempted to curtail cultural or physical freedom. In short, the Canadian government has always been more concerned with the idea of "embarrass" the United States in any international crisis - it can be assumed that a secession from Confederation will be no exception.

Demand for an end to Canada on the basis of economics cannot be accepted as genuinely indisputable. It is only the demands of emotionalism and nationalism that represent the true barriers to continuing union, and it is because of the complex intangible nature of these demands that Canadian federalists find it so difficult to achieve a solution. In order to preserve Confederation, it is obvious that certain steps are vitally necessary. First, the Constitution must be altered to meet the real requirements of the present in the terms of the distribution of power. Second, the federal authority must remove the cart in its own eye by instituting a government of the U.S. social justice and equality unparallel in history. Lastly, and most difficult of all, the people of Canada must wake up to each other as perceived human beings, not as a collection of nasty racial stereotypes.
### 10.81 National Emergency Table

**Ratio of Players For and Against National Emergency**

<table>
<thead>
<tr>
<th>DIE</th>
<th>1:3</th>
<th>1:2</th>
<th>1:1</th>
<th>2:2</th>
<th>2:1</th>
<th>3:1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>2</td>
<td>-</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>3</td>
<td>-</td>
<td>-</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>4</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>N</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>5</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>N</td>
<td>N</td>
</tr>
<tr>
<td>6</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>N</td>
</tr>
</tbody>
</table>

**KEY:**
- N = National Emergency created. Political Game-Turn Sequence terminates; proceed to National Emergency Cycle.
- = Attempt to create National Emergency fails. Game ends.

### 10.82 Loyalty Number Schedule

**Controlled by Rebel Player:**

<table>
<thead>
<tr>
<th>Constituencies</th>
<th>Issues</th>
<th>3+</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>3-5</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>6-7</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>8-9</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>10+</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

**KEY:**
- # = Loyalty Number (see Loyalty Table, 10.83)

### 10.83 Loyalty Table

**Loyalty Number**

<table>
<thead>
<tr>
<th>DIE</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>L</td>
<td>L</td>
<td>L</td>
<td>L</td>
</tr>
<tr>
<td>2</td>
<td>L</td>
<td>L</td>
<td>L</td>
<td>D</td>
</tr>
<tr>
<td>3</td>
<td>L</td>
<td>L</td>
<td>L</td>
<td>D</td>
</tr>
<tr>
<td>4</td>
<td>L</td>
<td>L</td>
<td>D</td>
<td>D</td>
</tr>
<tr>
<td>5</td>
<td>L</td>
<td>D</td>
<td>D</td>
<td>D</td>
</tr>
<tr>
<td>6</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
</tr>
</tbody>
</table>

**KEY:**
- L = Province remains Loyal to Rebel side.
- D = Province Disloyal to Rebel side.

### 10.84 Militia Deployment Schedule

<table>
<thead>
<tr>
<th>Province</th>
<th>Militia Units per Constituency (+ Bonus)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ont</td>
<td>2 (+1)</td>
</tr>
<tr>
<td>Qbc</td>
<td>1 (+6)</td>
</tr>
<tr>
<td>Alb</td>
<td>1 (+1)</td>
</tr>
<tr>
<td>Sas</td>
<td>1 (+1)</td>
</tr>
<tr>
<td>Bcb</td>
<td>1 (+2)</td>
</tr>
<tr>
<td>PEI</td>
<td>1</td>
</tr>
<tr>
<td>NvS</td>
<td>4</td>
</tr>
<tr>
<td>Nbr</td>
<td>3</td>
</tr>
<tr>
<td>Mnt</td>
<td>2</td>
</tr>
<tr>
<td>Nfl</td>
<td>2</td>
</tr>
</tbody>
</table>

Bonus Militia Units are deployed only if a Player or Side controls all Constituencies in the Province.

### 10.85 Combat Results Table

**Ratio of Attacker Strength to Defender Strength**

<table>
<thead>
<tr>
<th>DIE</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ac</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
</tr>
<tr>
<td>2</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
</tr>
<tr>
<td>3</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
</tr>
<tr>
<td>4</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
</tr>
<tr>
<td>5</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>De</td>
</tr>
<tr>
<td>6</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>De</td>
</tr>
</tbody>
</table>

**KEY:**
- Ac (De) = Attacker (Defender) eliminated.
- Ar (Dr) = Attacker (Defender) retreat.

**NOTES:**
Attacks at a ratio of less than 1-1 are prohibited. Attacks at a ratio of greater than 4-1 are treated as 4-1.

### 10.86 Riot Table

**Ratio of Attacker Strength to Defender Strength**

<table>
<thead>
<tr>
<th>DIE</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Be</td>
<td>Be</td>
</tr>
<tr>
<td>2</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
</tr>
<tr>
<td>3</td>
<td>Ar</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
</tr>
<tr>
<td>4</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
</tr>
<tr>
<td>5</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
<td>Be</td>
<td>De</td>
</tr>
<tr>
<td>6</td>
<td>Be</td>
<td>Be</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>De</td>
</tr>
</tbody>
</table>

**KEY:**
- Ar = Attacker retreat.
- Be = Both Attacker and Defender eliminated.

**NOTES:**
Attacks at a ratio of less than 1-1 are prohibited. Attacks at a ratio of greater than 6-1 are treated as 6-1.

### 10.87 Arrest Table

**Ratio of Attacker Strength to Defender Strength**

<table>
<thead>
<tr>
<th>DIE</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ar</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>2</td>
<td>-</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
</tr>
<tr>
<td>3</td>
<td>-</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Da</td>
<td>Da</td>
</tr>
<tr>
<td>4</td>
<td>-</td>
<td>Dr</td>
<td>Dr</td>
<td>Da</td>
<td>Da</td>
<td>Da</td>
</tr>
<tr>
<td>5</td>
<td>Dr</td>
<td>Da</td>
<td>Da</td>
<td>Da</td>
<td>Da</td>
<td>Da</td>
</tr>
<tr>
<td>6</td>
<td>Da</td>
<td>Da</td>
<td>Da</td>
<td>Da</td>
<td>Da</td>
<td>Da</td>
</tr>
</tbody>
</table>

**KEY:**
- Ar (Dr) = Attacker (Defender) retreat.
- Da = Defender arrested.
- = No effect.

**NOTES:**
Attacks at a ratio of less than 1-1 are prohibited. Attacks at a ratio of greater than 6-1 are treated as 6-1.
[12.1] The Quiet Revolution
Initial Deployment: Red Orange Green
Constituencies
Qbc 3 3 4(P)
Civil Servants
Hth-Wlf 1 - -
Labor 1 - -
Justice 1 - -
Finance - 1 -
Commerce - 1 -
Agriculture - 1 -
Prime Minister 1 - -

Interest Groups
Hydro 1 - -
Chemical 1 - -
Wood 1 - -
Farmers - 1 -
Clergy - - 1
Transport - - 1
Auto - 1 -
Unions - 1 -
Intellet 1 - -
Francphn - - 1
(Note: P = plus Premier)

Political Opportunity Cards at Start:
Red: 2; Orange: 3; Green: 4

Special Rules:
1. The Blue (Separatist) area is ignored for all purposes, and nothing can shift to Blue — only toward it. If a National Emergency is created, use only Quebec Militia Units and Federal Military Units.
2. Do not use Political Opportunity Cards numbered: 5, 8, 9, 18, 19, 22-31, 36-38, 42, 45-47, 53, 54.
3. Use only the following Issues: Language (2), Transport (2), Tariff (2), Territory (2), Media (1), and Education (1).

Victory Conditions:
Players must control indicated Issues.
Red: Tariff (2), Territory (2), Media (1), Transport (1)
Orange: Language (1), Transport (1), Media (1) Territory (1), Education (1)
Green: Language (2), Territory (2), Education (1), Transport (1)

Sequence of Play Summary
The Game-Turn
1. First Player Determination
2. First Player-Turn
   a. Political Opportunity Phase
   b. Movement Phase
c. Contest Phase
d. Election Phase
3. Second Player-Turn
   (Second Player repeats a through d)
4. Third Player-Turn
   (Third Player repeats a through d)
5. Fourth Player-Turn
   (Fourth Player repeats a through d)
   After the Fourth Player-Turn, a new Game-Turn begins, repeating the sequence 1 through 5.

[12.2] The Referendum
Initial Deployment: Red Orange Green Blue
Constituencies
Ont 7(P) 3 2 2
Qbc 3 - - 7(P)
Alb - 1 1(P) 1
Sas - 1 1(P) -
Bcb - 1 3(P) -
PEI - 1(P) -
NvS - 1(P) -
Nbr - 1(P) -
Mnt 1 1(P) -
Nfl 1(P) -
Civil Servants
Labor 1 - - -
Finance 1 - - -
Agriculture 1 - - -
Hth-Wlf - 1 - -
Justice 1 - - -
Commerce - 1 - -
Prime Minister 1 - - -

Interest Groups
Petro 1 - - -
Unions - 1 - -
Clergy - - 1 -
Hydro - 1 - -
Auto - 1 - -
Farmers - - 1 -
Transport - - 1 -
Wood - 1 - -
Chemical - - 1 -
Co-ops - - - 1
Intellet - - - 1
Francphn - - - 1
(Note: P = plus Premier)

Political Opportunity Cards At Start:
Red: 2; Orange: 3; Green: 4; Blue: 5

Special Rules:
None.

Victory Conditions:
Players must control indicated Issues.
Red: Territory (2), Language (2), Finance & Banking (1), Media (2), Industry (1), Tariff (2)
Orange: Foreign Affairs (1), Language (1), Finance & Banking (1), Tax (2), Industry (2), Tariff (1), Education (1), Territory (1)
Green: Foreign Affairs (1), Language (1), Finance & Banking (1), Tax (2), Industry (2), Transport (2), Education (1)
Blue: Territory (2), Language (2), Finance & Banking (1), Media (2), Industry (1), Transport (1), Education (1)

[7.3] CONTEST TABLE
Ratio of Contestor Strength to Defender Strength

<table>
<thead>
<tr>
<th>DIE</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>C-1</td>
<td>C-2</td>
<td>C-2</td>
</tr>
<tr>
<td>2</td>
<td>C-1</td>
<td>C-1</td>
<td>C-2</td>
</tr>
<tr>
<td>3</td>
<td>C-1</td>
<td>C-1</td>
<td>C-1</td>
</tr>
<tr>
<td>4</td>
<td>C-1</td>
<td>C-1</td>
<td>C-1</td>
</tr>
<tr>
<td>5</td>
<td>D-1</td>
<td>-</td>
<td>C-1</td>
</tr>
<tr>
<td>6</td>
<td>D-1</td>
<td>D-1</td>
<td>-</td>
</tr>
<tr>
<td>7</td>
<td>D-2</td>
<td>D-1</td>
<td>D-1</td>
</tr>
<tr>
<td>8</td>
<td>D-2</td>
<td>D-2</td>
<td>D-2</td>
</tr>
<tr>
<td>9</td>
<td>D-2</td>
<td>D-2</td>
<td>D-2</td>
</tr>
</tbody>
</table>

KEY:
C-1 (C-2) = Defending Piece(s) converted one (two) colors toward the Contestor's color and Issue passes to Control of the Contestor.
D-1 (D-2) = Contesting Piece(s) converted one (two) colors toward the Defender's color.
- = No effect.

DIE ROLL MODIFICATIONS:
+1 if Contestor in unfriendly Administrative Section.
+2 if Contestor in unfriendly Legislative Section.
+3 if Contestor in unfriendly Grassroots Section.

NOTES:
Contests at a ratio of less than 1-1 are prohibited.
Contests at a ratio of greater than 3-1 are treated as 3-1.

[8.3] ELECTION TABLE
Number of Issues Controlled by Player

<table>
<thead>
<tr>
<th>DIE</th>
<th>0</th>
<th>1-5</th>
<th>6-10</th>
<th>11+</th>
</tr>
</thead>
<tbody>
<tr>
<td>-2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-1</td>
<td>-</td>
<td>-</td>
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<tr>
<td>0</td>
<td>1</td>
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<td>-</td>
<td>-</td>
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<tr>
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<td>1</td>
<td>-</td>
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<tr>
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<td>1</td>
<td>1</td>
<td>-</td>
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<tr>
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<td>1</td>
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<tr>
<td>4</td>
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<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>6+</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

KEY:
1 (2) = Constituency converted one (two) color(s). Roll the die again; an even number result and the Constituency converts toward Blue; an odd number result and the Constituency turns toward Red.
- = No effect.

DIE ROLL MODIFICATIONS:
-1 if Constituency in friendly Administrative Section.
-2 if Constituency in friendly Legislative Section.
-3 if Constituency in friendly Grassroots Section.
+1 if Constituency is in the Crisis Zone.
<table>
<thead>
<tr>
<th>Political Opportunity Card nr. 01</th>
<th>Political Opportunity Card nr. 09</th>
<th>Political Opportunity Card nr. 17</th>
<th>Political Opportunity Card nr. 25</th>
<th>Political Opportunity Card nr. 33</th>
<th>Political Opportunity Card nr. 41</th>
<th>Political Opportunity Card nr. 49</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EVENT:</strong> Government Shake-up!</td>
<td><strong>EVENT:</strong> Government Shake-up!</td>
<td><strong>EVENT:</strong> Government Shake-up!</td>
<td><strong>EVENT:</strong> Government Shake-up!</td>
<td><strong>EVENT:</strong> Government Shake-up!</td>
<td><strong>EVENT:</strong> Government Shake-up!</td>
<td><strong>EVENT:</strong> Government Shake-up!</td>
</tr>
<tr>
<td><strong>EFFECT:</strong> Roll die once for each Civil Servant piece.</td>
<td><strong>EFFECT:</strong> Roll the 6-sided die once for each Civil Servant piece.</td>
<td><strong>EFFECT:</strong> Roll the 4-sided die once for each Civil Servant piece.</td>
<td><strong>EFFECT:</strong> Roll the 6-sided die once for each Civil Servant piece.</td>
<td><strong>EFFECT:</strong> Roll the 6-sided die once for each Civil Servant piece.</td>
<td><strong>EFFECT:</strong> Roll the 6-sided die once for each Civil Servant piece.</td>
<td><strong>EFFECT:</strong> Roll the 6-sided die once for each Civil Servant piece.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Political Opportunity Card nr. 02</th>
<th>Political Opportunity Card nr. 10</th>
<th>Political Opportunity Card nr. 18</th>
<th>Political Opportunity Card nr. 26</th>
<th>Political Opportunity Card nr. 34</th>
<th>Political Opportunity Card nr. 42</th>
<th>Political Opportunity Card nr. 50</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EVENT:</strong> Government Shake-up!</td>
<td><strong>EVENT:</strong> Economy Boom!</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
</tr>
<tr>
<td><strong>EFFECT:</strong> Contest Strengths all Civil Servant pieces are doubled for current Player-Turn.</td>
<td><strong>EFFECT:</strong> All Blue Interest Groups become Green; all Green Interest Groups become Orange.</td>
<td><strong>EFFECT:</strong> Alberta Language</td>
<td><strong>EFFECT:</strong> Alberta Language</td>
<td><strong>EFFECT:</strong> Alberta Language</td>
<td><strong>EFFECT:</strong> Alberta Language</td>
<td><strong>EFFECT:</strong> Alberta Language</td>
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<thead>
<tr>
<th>Political Opportunity Card nr. 03</th>
<th>Political Opportunity Card nr. 11</th>
<th>Political Opportunity Card nr. 19</th>
<th>Political Opportunity Card nr. 27</th>
<th>Political Opportunity Card nr. 35</th>
<th>Political Opportunity Card nr. 43</th>
<th>Political Opportunity Card nr. 51</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EVENT:</strong> Bribery Scandal!</td>
<td><strong>EVENT:</strong> Government Violates Provincial Rights</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
</tr>
<tr>
<td><strong>EFFECT:</strong> Contest Strengths all Civil Servant pieces are doubled for current Player-Turn.</td>
<td><strong>EFFECT:</strong> All Red Interest Groups become Orange; all Orange Interest Groups become Green.</td>
<td><strong>EFFECT:</strong> British Columbia Language</td>
<td><strong>EFFECT:</strong> British Columbia Language</td>
<td><strong>EFFECT:</strong> British Columbia Language</td>
<td><strong>EFFECT:</strong> British Columbia Language</td>
<td><strong>EFFECT:</strong> British Columbia Language</td>
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<th>Political Opportunity Card nr. 04</th>
<th>Political Opportunity Card nr. 12</th>
<th>Political Opportunity Card nr. 20</th>
<th>Political Opportunity Card nr. 28</th>
<th>Political Opportunity Card nr. 36</th>
<th>Political Opportunity Card nr. 44</th>
<th>Political Opportunity Card nr. 52</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EVENT:</strong> Poll Shows New Confidence in Government</td>
<td><strong>EVENT:</strong> Abortion Government Ruling</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
</tr>
<tr>
<td><strong>EFFECT:</strong> Contest Strengths all Civil Servant pieces are doubled for current Player-Turn.</td>
<td><strong>EFFECT:</strong> All Orange Interest Groups become Blue; all Blue Interest Groups become Green.</td>
<td><strong>EFFECT:</strong> Quebec Language</td>
<td><strong>EFFECT:</strong> Quebec Language</td>
<td><strong>EFFECT:</strong> Quebec Language</td>
<td><strong>EFFECT:</strong> Quebec Language</td>
<td><strong>EFFECT:</strong> Quebec Language</td>
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<th>Political Opportunity Card nr. 05</th>
<th>Political Opportunity Card nr. 13</th>
<th>Political Opportunity Card nr. 21</th>
<th>Political Opportunity Card nr. 29</th>
<th>Political Opportunity Card nr. 37</th>
<th>Political Opportunity Card nr. 45</th>
<th>Political Opportunity Card nr. 53</th>
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</thead>
<tbody>
<tr>
<td><strong>EVENT:</strong> Job Discrimination Discovered!</td>
<td><strong>EVENT:</strong> Vacations Scandal!</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
</tr>
<tr>
<td><strong>EFFECT:</strong> Contest Strengths all Civil Servant pieces are doubled for current Player-Turn.</td>
<td><strong>EFFECT:</strong> All Blue Interest Groups move directly to their Grassroots Section.</td>
<td><strong>EFFECT:</strong> Quebec Language</td>
<td><strong>EFFECT:</strong> Quebec Language</td>
<td><strong>EFFECT:</strong> Quebec Language</td>
<td><strong>EFFECT:</strong> Quebec Language</td>
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<th>Political Opportunity Card nr. 06</th>
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<th>Political Opportunity Card nr. 22</th>
<th>Political Opportunity Card nr. 30</th>
<th>Political Opportunity Card nr. 38</th>
<th>Political Opportunity Card nr. 46</th>
<th>Political Opportunity Card nr. 54</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EVENT:</strong> Media Blitz!</td>
<td><strong>EVENT:</strong> Lobbying Scandal!</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
</tr>
<tr>
<td><strong>EFFECT:</strong> Contest Strengths all Civil Servant pieces are doubled for current Player-Turn.</td>
<td><strong>EFFECT:</strong> All Red Interest Groups move directly to their Grassroots Section.</td>
<td><strong>EFFECT:</strong> Ontario Language</td>
<td><strong>EFFECT:</strong> Ontario Language</td>
<td><strong>EFFECT:</strong> Ontario Language</td>
<td><strong>EFFECT:</strong> Ontario Language</td>
<td><strong>EFFECT:</strong> Ontario Language</td>
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<thead>
<tr>
<th>Political Opportunity Card nr. 07</th>
<th>Political Opportunity Card nr. 15</th>
<th>Political Opportunity Card nr. 23</th>
<th>Political Opportunity Card nr. 31</th>
<th>Political Opportunity Card nr. 39</th>
<th>Political Opportunity Card nr. 47</th>
<th>Political Opportunity Card nr. 55</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EVENT:</strong> Grumbling about Bureaucracy!</td>
<td><strong>EVENT:</strong> Federal Government Supports Separatists</td>
<td><strong>EVENT:</strong> National Elections</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
</tr>
<tr>
<td><strong>EFFECT:</strong> Contest Strengths all Civil Servant pieces in the Federalist Home Area and Crisis Zone are halved for current Player-Turn.</td>
<td><strong>EFFECT:</strong> Contest Strengths of Francophone Interest Group piece is doubled (increased to 4) for current Player-Turn.</td>
<td><strong>EFFECT:</strong> Ontario Language</td>
<td><strong>EFFECT:</strong> Ontario Language</td>
<td><strong>EFFECT:</strong> Ontario Language</td>
<td><strong>EFFECT:</strong> Ontario Language</td>
<td><strong>EFFECT:</strong> Ontario Language</td>
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<th>Political Opportunity Card nr. 08</th>
<th>Political Opportunity Card nr. 16</th>
<th>Political Opportunity Card nr. 24</th>
<th>Political Opportunity Card nr. 32</th>
<th>Political Opportunity Card nr. 40</th>
<th>Political Opportunity Card nr. 48</th>
<th>Political Opportunity Card nr. 56</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EVENT:</strong> Commissioner Crime Subversion!</td>
<td><strong>EVENT:</strong> Government Lifts Trade Restricional</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
</tr>
<tr>
<td><strong>EFFECT:</strong> Contest Strengths all Civil Servant pieces in the Separatist Home Area and Crisis Zone are halved for current Player-Turn.</td>
<td><strong>EFFECT:</strong> All Blue Interest Groups become Green; all Green Interest Groups become Orange.</td>
<td><strong>EFFECT:</strong> Prince Edward Island, Newfoundland, Nova Scotia Language</td>
<td><strong>EFFECT:</strong> Prince Edward Island, Newfoundland, Nova Scotia Language</td>
<td><strong>EFFECT:</strong> Prince Edward Island, Newfoundland, Nova Scotia Language</td>
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</table>

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<th>Political Opportunity Card nr. 09</th>
<th>Political Opportunity Card nr. 17</th>
<th>Political Opportunity Card nr. 25</th>
<th>Political Opportunity Card nr. 33</th>
<th>Political Opportunity Card nr. 41</th>
<th>Political Opportunity Card nr. 49</th>
<th>Political Opportunity Card nr. 49</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EVENT:</strong> Government Poll Favors Separatists!</td>
<td><strong>EVENT:</strong> Poll Favors Stronger Government!</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
<td><strong>EVENT:</strong> Elections Called In</td>
</tr>
<tr>
<td><strong>EFFECT:</strong> All Blue and Green pieces move directly to their respective Grassroots Sections.</td>
<td><strong>EFFECT:</strong> All Blue and Green pieces move directly to their respective Grassroots Sections.</td>
<td><strong>EFFECT:</strong> Prince Edward Island, Newfoundland, New Brunswick Language</td>
<td><strong>EFFECT:</strong> Prince Edward Island, Newfoundland, New Brunswick Language</td>
<td><strong>EFFECT:</strong> Prince Edward Island, Newfoundland, New Brunswick Language</td>
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