



Rodboken

En Modspiell

Af Havlands Historie

The Red Book: A mind-game of Havlandic History

3rd Edition (*English Version*)

The Kingdom of Havland

circa 1920 A.D.



PHOTOGRAPHIC ASSETS BY ANNIE SPRATT, MARJAN BLAN, IVAN GROMOV, AND DAN CRISTIAN PĂDUREȚ (UNSPLASH).
ADDITIONAL DESIGN BY ANDREW WHITE.

N.B. The “Section end” symbol (𐀀) is a traditional mark used to mark the end of a chapter or a document in Havland, with its origins in a Japanese visitor to the island in the 17th century.

This book set in Elstob and Fluxisch Else by the Gothic Games Workshop team.

Many thanks to the Havlandic State Archives (Havske Statens Arkiver) and the Havlandic State Institute (Statinstitut) for research assistance and archival access.

© 2022 Rodboken Team. All rights reserved.

TABLE OF CONTENTS

INTRODUCTION	4
PREPARATION	5
SETUP	6
CROWN-DAY	7
PROCEDURES	8
RESOURCES	10
FRONTS	12
OPPOSITION	14
CHANCE	15
NOTES	16

INTRODUCTION

“Begin book one.”

- Stefan III

The long black night fades...

The earliest records for the history of Havland begin in around 900 A.D., when Viking settlers claimed the island from the seas around Denmark. Since it declared independence from the Kalmar Union in 1524, it has been ruled by a series of kings, the most recent of which having walked back on constitutional reforms in the name of “national stability”. Now, in the year of our lord 1920, this will change.

The Revolution of 1922 is an event that rarely merits more than a footnote in the history books, yet it serves as a fascinating look into the intersections of populism, socialism, republicanism, and how these forces interact in the waning days of empire and monarchy. Now, you will have a chance to chart your own course through this unique historical moment by stepping into the shoes of the people that made it happen.

The idea of the Red Book is simple: each player assumes the role of one of the four pivotal figures in the 1922 Revolution, each representing a faction and acting with their own skills, tools, and agendas. A final player assumes the role of the King, acting as the opposition and the arbiter of conflict. Through a series of mechanics and systems, you will simulate the conflicts (both literal and theoretical) that led to the revolution, and create your own

destiny for the chronicles to record.

But beware, player – revolution is a hard business. You’ll need to consider material, economic, and political factors of your endeavour, and the forces of the king will seek to hamper you at every turn; not to mention your supposed “allies”, each of whom may be harbouring their own allegiances and plans.

And even after your victory, the peace may be as difficult to win as the war. What society will you establish on this, an island nation-state built on fishery and trade, long neglected and oft-forgotten? That is yours to decide, and ultimately execute. Therefore, I say to you:

Good luck, friends. The future of Havland is in your hands.

Dr. Georg Hanover

Assistant Director
Statinstitut
(Havlandic State Institute)

PREPARATION

“Auld wye tellen me / h̥wat auld dægs lik.”

- Anonymous

Basic Overview

Each player will inhabit their chosen character out of the four available historical figures, and the final player will play the role of both Frederick II (Final king of Havland and commander of the royal forces) and the setting of Havland itself. The initial players will be known as the Revolutionaries, and the final player will be known as the Judge. As such, the game cannot be played with more than five players. If there are only four, the role of Andersen can be left blank or filled in by the Judge as necessary.

Player Goals

- As the **Revolutionaries**, your goals are to overthrow Frederick II and establish your ideal form of government in his place. Which one of those goals (and any personal goals you may have) should take precedent is up to you.
- As the **Judge**, your goal is twofold: represent the forces arrayed against the revolutionaries and to fairly adjudicate (to the best of your ability) disputes and contentions where they arise. You are not here to crush the Revolutionaries, but rather to let the consequences of their actions be reflected in the world as they might have happened in real life. Some background reading may be helpful,

and rules have been provided to assist you in this purpose.

- As the **Players** collectively, your goal is to have fun in a safe, healthy manner. The well-being of your fellow players should always take precedent before the game.

Dramatis Personæ

- *Gerhard Jorgensen*, heir to the Jorgensen family fortune, is a noble merchant with the ear of Frederick II, but a power base (and ambition) that is independent of the royal house.
- *Olaf Christensen*, a member of the rural *lagrmanneren* community, seeks advancement in civil rights and better treatment of non-urban communities.
- *Felix Neilsen*, a staunch communist, looks to overthrow the monarchy and establish a firm bastion of worker’s rights in Havland.
- *Poul Andersen*, a popular young noble and social democrat, represents the modern side of the royal house, but is also increasingly hamstrung by his place in a rigid hierarchy.
- *Frederick II*, the current king of Havland, presided over liberal reforms early in his reign but suspended the provisional “mini-constitution” during World War I for purposes of “national security”.



SETUP

“Interested attendants should write to the Royal Secretary, Christiansborg Slot.”

- Bookbinders’ Privilege 1920

What follows are largely instructions and guidelines for the Judge to facilitate a smooth start. Judges should feel free to adjust these instructions for their table and circumstances (electronic, physical, etc.).

Initial Introduction

Care should be taken to slightly distinguish the Red Book from other role-playing or fantasy narrative games that exist, especially due to its historical nature and use of notable personages from Havland. Some background reading for all players is recommended, but not required. What needs to be conveyed is:

- They are citizens in a Nordic island nation in the year 1920 A.D.
- They are here to achieve political change using their resources and cooperation
- This will involve historical and political discussions of a serious nature

Character Selection

Let each player select their character rather than assigning them to players. A blank character sheet has been provided for the purposes of replacing lost characters or creating altered scenarios with different personages from your own

research. For your first game, it is not recommended that alternate characters be introduced.

Starting the Game

In the *Procedures* section ahead, you will find the steps for how the game is supposed to run. While each **Briefing Phases** should cover the fallout of the actions from the last turn, for the first turn you might want to consult historical records of 1920 to see if there are notable events you wish to highlight. You may also wish to start with the **Crown-Day** scenario on the next page.

CROWN-DAY

“A gross display of the insecurity and inadequacy of our imperial house.”

- “On Crown’s-Day”

How to use Crown-Day

This section is a possible opening scenario to set the stage, set on Crown-Day (a celebration of royal rule on the 1st of March, when the game begins). If the table chooses to use this option, the Judge should read the introductory text and then allow the players to introduce themselves and their positions before the first **Briefing Phase** (see *Procedures*, next section). Experienced players may not need this guiding scene.

Introductory Text

“Crown-Day – *Coronsdag* – 1920. The streets of Kongenshavn are filled with people, curious onlookers and citizens and tourists, here to watch the military parade after the king like a troop of well-trained house pets. It’s bad form to not be seen on Crown’s Day at least once in public, so everyone naturally makes an effort to make as public an appearance as possible. Along Kongens Stræse in Kalmartorv the notables of Havland crowd themselves, jostling and shuffling to be there when the King and the Primate stroll through the ancient, cobbled streets. The honour guard are practically glistening under the midday sun, an unusually temperate start to

spring mixing poorly with their heavy fur coats.

But you – you have something else in your mind. After the festivities are over, sipping coffee in a secluded Peersborg coffee-house, you all notice a few other notables who have, by choice or coincidence from the post-parade crush of people, ended up in the same small handful of hardwood tables.

Starting Procedures

There are several options for how the game might proceed from here. All revolutionaries should give an indication of how they look, are dressed etc. and perhaps some of their attitude towards Crown-Day, or the king. But whether they engage in open discussion, give veiled lines, or try and reason out future plans can vary. Characters should also not feel obligated to fully expose themselves immediately.

After the initial scene is finished, give the players some time to collect their thoughts, then begin the first **Briefing Phase**.



PROCEDURES

*“On procedural matters, it must be said:
A revolution runs on bread.”
- “Poems for the Times”*

Phases of the Game

The game begins in March of 1920 and proceeds in turns, each turn denoting two weeks of time. To simplify matters each turn is further divided into phases, namely: the *Briefing Phase*, the *Communication Phase*, the *Action Phase*, the *Resolution Phase*, and the *Downtime Phase*. Further information is provided on each phase below:

Briefing Phase

In this phase, the Judge announces to all Revolutionaries public knowledge about events in Havland, and sends each Revolutionary private information about the outcomes of the last turn based on their information gathering capabilities.

Communication Phase

In this phase, Revolutionaries can scheme and plot their actions for this turn. This can be done in the open, around a table or a meeting-place, through letters/e-mails, or even through cryptograms or other secret messages.

At the start of the game, congregating and plotting is easy, and can be achieved in any cafe or house. As your plans escalate, however, so too does opposition to your efforts. This phase can be disrupted if the

Judge has raised the overall difficulty of communicating within Havland e.g. through a curfew, checkpoints etc. The King may also intercept certain messages through the use of spies or other tools within the game. The Judge will inform the Revolutionaries of any changes that arise.

Action Phase

At any time, there will be a number of fronts active in the game. For example, influence over a major city can be a front, or the politics of a foreign nation. Each player can choose to commit some of their resources to any number of fronts, attempting to stimulate social or political change. Commands for units are given secretly to the Judge, who will resolve them simultaneously in the next phase, summing up allied actions and cancelling out opposed actions.

To write a command, describe it in naturalistic language – “My printing-house produces leaflets to be distributed amongst the dockworkers” rather than any strictly mechanical terms. The Judge will interpret the situation as necessary. For joint orders, both parties must separately confirm that they execute their part of the plan.

As the game evolves, fronts and their associated actions and resources will change. New fronts may open up, and old fronts may collapse or be definitively won. When or if civil warfare breaks out, a separate set of military confrontation rules will be applied at the Judge’s discretion. Characters may also choose to commit themselves to a front, triggering a Challenge Scene in the next phase.

Resolution Phase

The Judge now reads the actions of the players and resolves them based on what they feel will be most likely to happen. TO assist in this several rules and chance mechanisms (involving dice), along with likely outcome tables, are provided for the Judge’s convenience, though they may not absolutely obey them if the situation does not conform to expectation. The Judge then considers how royal forces will react based on the current threat level, awareness of Revolutionary action, resources, popular support etc.

While players may contest how certain actions play out, the Judge holds the final right to issue judgements with absolute authority. This power is to prevent disputes from halting the game, and should be used sparingly.

Downtime Phase

After the action phase, players describe how they prepare for the next term, advance any long term plans, and send private directives to the Judge for any secret preparations. Again, natural language is advised.

Challenge Scenes

If one or more Revolutionary players have

committed themselves to an action or plan, they may need to describe how they act rather than outlining general plans. For example, characters that attend a ball or international fair should describe their personal actions in closer detail. The Judge may choose to roleplay these scenes directly for convenience, immersion, or greater dramatic effect.

Special Turns

At certain pivotal moments, the biweekly structure of the turn is no longer able to encapsulate the rapidly moving speed of events for all players. Sometimes, special events (police raids, invasions, martial law) may also outpace events and plans. These events can be foreshadowed during the *Briefing Phase*, surprises that occur during the *Downtime Phase*, or a result of player action in the *Resolution Phase*.

To resolve this issue, Revolutionaries may be invited to play out events in a play-by-play fashion, giving much more detailed and minute orders and receiving near instant feedback. This will be conducted at the discretion of the players and the Judge.



RESOURCES

*“Nei geldbeorht, nei freifot.”
– Jorgensen family motto*

As Revolutionaries, many factors will be key to your success. Here is a non-exhaustive list of resources you may wish to acquire, bargain for, trade, steal, or produce, as well as potential uses for each.

Currency (Local)

Havlandic Rigsdaler come in coins and bills. Danish Kroner is also accepted in the major port cities.

Possible actions: Anything money can buy, although exchanging it to spend abroad (or spending too lavishly locally) may attract unwanted attention from the Æconomikministeret (the Ministry of Economics, which also handles internal revenue).

Currency (International)

Dollars, pounds, francs, and marks. Usually obtained by dealing with merchants, or – more riskily – sending people offshore with suitcases of cash.

Possible actions: Arrange for deliveries of supplies, arms, foreign bribes (with sufficient payments). For deals and shipments to go unnoticed you will require local bribes and trustworthy trading partners, neither a guarantee.

Followers (Intellectuals)

Students, scholars, lawyers, profession-

als, merchants, and others of a more intellectual bent. Not good for fights but good for words.

Possible actions: Writing articles and propaganda, street protests, international appeals for aid, public debates, petitions, student strikes

Followers (Workers)

Rough-and-tumble folk with strong arms and (possibly) strong convictions. Usually fishermen or dockhands, with some industrial workers in the larger cities.

Possible actions: Starting riots, street protests, industrial sabotage, manning equipment, strikes

Paramilitary Forces

Either foreign imports or trained local followers/ex-servicemen. A risky option either way, as they'll certainly attract attention. Public use of paramilitary forces will almost certainly bring in the actual Havlandic military.

Possible actions: Prison raids, assassinations, streetfights, insurrection

Printing Equipment

Printing presses, paper, ink, and houses to store them. Licenses are required to run a printing press ever since the suspension of the Nyhandfaestening during World War

I, but you probably don't have one.

Possible actions: Producing publications (pamphlets / propaganda / books / newspapers)

Trade Goods

Steel, metals, equipment, food, and other goods pass through Havland in between the nations of the North Sea every day, and favourable harbour conditions keep it that way. Getting your hands on some of these may be helpful.

Possible actions: Sale (to merchants), holding hostage, international trading (gaining you international currency)

Military Equipment

Pistols, rifles, bullets, explosives, helmets, bayonets, and all manner of death-dealing equipment. The government prevents the sale of military weapons and vehicles, so these must be imported from abroad and likely in secret, although hunting rifles are allowed.

Possible actions: Sale (to criminals), sale (to other revolutionaries), arming followers and paramilitary forces

Political Leverage (Local)

Secrets and lies fly through the Christiansborg Slot, the palace of Frederick II in Kongenshabn. Access to spies and nobility will enable you to also access some of these for your own purposes.

Possible actions: Negotiation (to pass laws or deny laws), negotiation (to delay government action or hasten it), blackmail, bribery (through favours), information trading



FRONTS

“Politics is a blizzard – you can’t see or feel your way out when you’re in it.”
– *Kongenshabn aphorism*

There are many domains of conflict in a revolution. Here are some that might appear in a game, as well as their implications if they are gained or lost. The Judge may close or open fronts as they are contested, fall into or out of relevance, or are secured or lost by a particular faction.

Public Sentiment (Kongenshabn)

Public support for/opposition against various revolutionary factions and the King in the city of Kongenshabn, capital of Havland. The primary trade port and most populous city in Havland, it is also the most metropolitan and has the greatest degree of population diversity. A strong industrial and trade base exist with many government functions.

Affects: Strike success levels (in Kongenshabn), monetary support, follower gain, military control (of Kongenshabn), international favour (Great Powers)

Military Control (Kongenshabn)

Military and physical control over the city of Kongenshabn, capital of Havland. A city of old quarters and tight streets, a riot or insurrection would be hard to contain here, but similarly full control is difficult

to maintain.

Affects: Follower gain, material appropriation (any), military control (of Havland proper), public sentiment (of Kongenshabn)

Public Sentiment (Orienshabn)

Public support for/opposition against various revolutionary factions and the King in the city of Orienshabn. Sometimes also called Guldhabn after probably legendary tales of gold in the water, the city is the closest one to Denmark and the second largest in Havland, driven largely by Danish trade.

Affects: Strike success levels (in Orienshabn), monetary support, follower gain, military control (of Orienshabn), international favour (Denmark)

Military Control (Orienshabn)

Military and physical control over the second city of Orienshabn. Much less dense than Kongenshabn, it is nevertheless a full city, complete with a thriving market quarter.

Affects: Follower gain, material appropriation (trade goods), military control (of Havland proper), public sentiment (of

Orienshabn), possible military intervention by Denmark

Public Sentiment (Autlokerslander)

Public support for/opposition against various revolutionary factions and the King in Western Havland. A collection of small towns, proto-cities and harbours, driven by the fishing industry. Largely occupied by less affluent Havlandic citizens and *lagrmanner*.

Affects: Follower gain (amongst *lagrmanner*), military control (of Autlokerslander)

Military Control (Autlokerslander)

Military and physical control over the Autlokerslander regions. No full cities and small townships make guerilla warfare more likely but also favour large military detachments/manoeuvres.

Affects: Follower gain, material appropriation (fish), military control (of Havland proper), public sentiment (of Orienshabn)

Public Sentiment (Havland)

Public support for/opposition against various revolutionary factions and the King in all of Havland. Unlikely to change unless an overall trend or shocking event emerges.

Affects: Strike success levels (everywhere), monetary support, follower gain, military control (of Havland proper), international favour (of Denmark)

Military Control (Havland)

Military and physical control over the

island of Havland. Only available for contention once a full insurrection or similar scale event is in motion and the monarchy is no longer in full control of the island.

Affects: International favour (any), survival of the monarchy

International Favour (Denmark)

Denmark is Havland’s most important neighbour and trading partner. Their opinion of the regime is broadly neutral, but they can possibly be persuaded to change their mind.

Affects: Arms supplies, Danish news coverage, trade volume, military support/intervention, direct influence over the King

International Favour (Great Powers)

Swaying an international power (Britain, France, USA, Germany) to your side or against that of your opponents’.

Affects: International lines of credit for the kingdom, arms supplies, international news coverage, international pressure (trade embargoes, preferential agreements), diplomatic recognition



OPPOSITION

“Abdicandum non est regibus.”

- Frederick I

As revolutionary activity increases, naturally royal opposition will also increase. Here are some options available to the Judge to simulate an escalating government response to unrest.

Curfew

Being on the streets after five P.M. invites arrest and questioning. Unpopular, but effective at reducing nighttime activities.

Police Raid

Havlandic police (*Havske Politet*) and inspectors raid a house or location, arresting everyone and taking everything they find. While ineffective if warning leaks, coordinated raids can greatly reduce the manpower and resources available to the Revolutionaries.

Propaganda

Turning the citizens against the Revolutionaries by means of government-sponsored organs like newspapers, radios, posters, speeches etc. Of limited use if public opinion has already turned against the government, but until then retain some effectiveness.

Public Trials

Trials, alongside dramatic sentences, can be an effective way to deter further support. However, equally dramatic speeches on the stand may have the opposite effect

if they get lucky.

Censorship

Under Section V of the Wartime Emergency Act, still in place four years after World War I, the government can strike any material it considers “dangerous to public safety and welfare”. Of course, normally a discreet notice to the major registered newspapers suffices, alongside promises of exclusive leaks or appearances on radio. Still, against unlicensed publications more drastic measures may need to be taken, including confiscation of papers and raids.

Appeal to Denmark

A risky move, since it undermines public perception of government authority, but the appeal can always be made that civil unrest against the monarchy could spill into neighbouring Denmark, which of course has a far more restricted system of kingship. Aid could be policing related, extradition related, diplomacy related, or military.

Military Suppression

The last straw, and likely to provoke a severe reaction from the populace. The military of Havland, the *Havskesoldat*, are limited in number but quite well trained thanks to a defensive aid treaty with Denmark.

CHANCE

“Chance and providence are the same.”

- Poul Anderson

When the situation is uncertain or risky, the Judge may choose to employ a chance based mechanism to resolve disputes. In these cases, the following tables are provided. Before using any methods of chance care should be taken to establish the risks of failure and the rewards of success.

Controlled Events

Events with a most likely outcome, or generally favouring preparation. Roll 2 six-sided dice and add 1 to the result for each argument in favour of success, and take away 1 for each argument not in favour. Particularly strong arguments add or take away 2. Definitive advantages or disadvantages add or take away 3. Compare the result to the outcome table.

Chaotic Events

Events with no likely outcome or a highly unpredictable one. Roll 1 six-sided die and multiply the result by 2, then compare the result to the outcome table.

Outcome Table

- 2- Complete failure, disaster.
- 2-6 Failure, setback, problem, error.
- 7-9 Partial success or success at a cost.
- 10-12 Success with no conditions.
- 12+ Total success, success with bonus.

Expenses

Each source of funds on the provided character sheets has a level: *Limited*, *Moderate*, or *Substantial*. Some funds are also marked with origins: *Corporate* funds, for example, are harder to spend than *personal* funds. Increasing funds should take time and explicit planning.

Certain events or plans may cause funds to be spent beyond their immediate capacity to be replenished. In these cases, make a **Controlled Events** roll with the following outcome table. A *downgrade* is a move from *Substantial* to *Moderate*, or *Moderate* to *Limited* etc.

Expense Outcome Table

- 2- Source of funds exhausted.
- 2-6 Downgrade fund level.
- 7-9 Downgrade fund level or suffer a complication decided by the Judge.
- 10+ Fund level remains constant.



NOTES

NOTES

NOTES