

BLOC *by* BLOC

THE INSURRECTION GAME

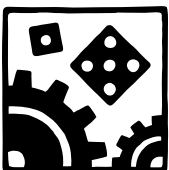
DO NOT PRINT THIS PAGE

LETTER SIZE

Print & Play Instructions

Cheatsheet

- **Paper:** 8.5 x 11" heavy card stock or cover stock
- **Quantity:** 1 sheet, doublesided (printed twice)
- **Printing:** CMYK Color or Black only on both sides
- **Notes:** Cheatsheets are imposed 2 up and cut down to 5.5 x 7". They are designed to work in both color and greyscale.



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ORDER

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BLOC BY BLOC VERSION 1.0
November 2016

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Bloc by Bloc



BASIC ACTIONS **Not in a clash:** Use an action die of any value. Do not make a reaction roll

Movement: Move 1+ blocs any distance between 2 districts using streets, highways & metro stations

Barricade: Place 1 barricade between 2 districts to temporarily stop riot cops. Max 3 barricades

ADVANCED ACTIONS **Not in a clash:** Use an action die equal to or greater than the district's difficulty. Make a reaction roll after each action

Loot: Place 1 graffiti on a shopping center & draw 1 loot card. When shopping center is looted 2nd time, flip token to burn side

Build Occupation: Place 1 occupation on an empty circle in one of your districts, a Public, or State district

Swap Occupation: Replace an existing occupation. You may swap another faction's occupation in Public and State districts

Stop an Advanced Action: The faction with the most blocs in a district may stop other factions on their turns from taking advanced actions in that district

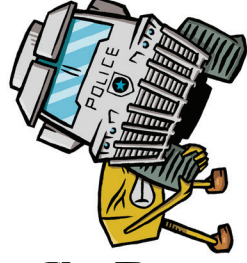
Only in a clash: Use an action die equal to or greater than the district's difficulty. Make 1 reaction roll after all consecutive attacks in the same clash. Each bloc can attack once per clash each night

Defeat 1 Riot Cop: Remove 1 riot cop and place it in the staging area

Kick Out 2 Riot Cops: Move 2 riot cops into an adjacent district. Any barricades in the way are dismantled

Attack a Riot Van: Attack a riot van 3 times in the same night to destroy it. Place destroyed riot vans back in game box

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What is a Clash?
Any time a bloc is in the same district with a riot van or riot cops

Barricades

Stops 1 riot cop

Stops half of riot cops (round down)

Stops all riot cops

All barricades are dismantled after stopping riot cops

Reaction Roll

1 Cop Called

Police Ops Card

Extra Action with People's Kitchen

Exchanging Loot

Factions with blocs in the same district can gift or trade. Does not require an action

SUNSET

Roll Action Dice

- Form 1 bloc at your Start occupation
- Count # of blocs you have in the city & roll 3-5 action dice

Faction Actions

- Use your blocs to take 1 action with each action die rolled
- Choose actions from the list on the other side

Police Ops

- Check Police Morale and draw 1-3 police ops cards
- Resolve each police ops card one at a time

REPEAT SUNSET STEPS FOR EACH FACTION

SUNRISE

Police Repression

- Repair Riot Vans: All damaged vans stand back up
- Riot Vans Attack: Defeat all blocs & evict all occupations
- Riot Cops Attack: 1 attack per riot cop

District Liberation

- Liberate all districts with occupations & without any police where the total # of blocs in the district is equal to or greater than double the district's difficulty

Next Night?

- The game ends if: Any endgame conditions have been met
- If not: Pass first faction marker to the left, move the countdown marker forward & begin the next night

ENDGAME

The game can end in the Next Night step for these reasons:

- The Insurrection is successful: All State districts have occupations built in them by any combination of factions
- Any faction trying to win alone completes their objectives: Vanguardists must build occupations in 2 State districts & Nihilists need 8 shopping centers to be burned
- Any faction has zero blocs in the city: All factions lose
- Time runs out & the military arrives: All factions lose

QUICK GUIDE TO

RIOT COP MOVEMENT

Any time there are 2 or more riot cops in the same district, it is considered a group

Groups of riot cops

follow orders to move into adjacent districts & leave 1 solo riot cop behind



Solo riot cops



Riot cops in clashes



Riot vans



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