

# BLOC *by* BLOC

## THE INSURRECTION GAME

DO NOT PRINT THIS PAGE

A4 SIZE

### Print & Play Instructions

## Cheatsheet

- **Paper:** A4 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 140 x 178 mm. They are designed to work in both color and greyscale.



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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

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

**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

## 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

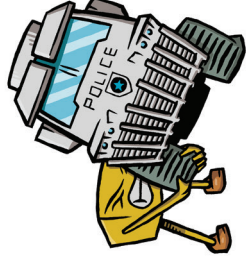
1 Cop Called

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

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SUNSET

1 STEP Roll Action Dice

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

2 STEP Faction Actions

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

3 STEP 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

1 STEP 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

2 STEP 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

3 STEP 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

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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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

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