

# THE INSURRECTION GAME

DO NOT PRINT THIS PAGE

A4 SIZE

# **Print & Play Instructions**

# **Manifestation Cards**

- Paper: A4 heavy card stock or cover stock
- Quantity: 5 sheets, double sided
- Printing: CMYK Color or Black only on both sides
- Notes: 6 square cards are imposed on each page. The even numbered pages following this page are the fronts of all sheets and the odd numbered pages are the corresponding backs. When all sheets are cut down to the final 28 cards, each card should be 76 x 76 mm. Cards are designed to work in both color and greyscale.





# **SOLIDARITY DONATIONS**

Each liberating faction may draw:

LIBERATED DISTRICT DIFFICULTY:	▼
2	1 loot card
3	1 loot card
4	2 loot cards
5	3 loot cards
	-2 POLICE MORALE

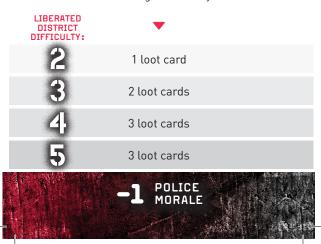
# **SOLIDARITY CONVOY**

Each liberating faction may draw:

LIBERATED DISTRICT DIFFICULTY:	•
2	1 loot card
3	2 loot cards
4	2 loot cards
5	3 loot cards
	-2 POLICE MORALE

# **MASS LOOTING**

Each liberating faction may draw:



# **GROCERY STORE ACTIONS**

Each liberating faction may draw:

LIBERATED DISTRICT DIFFICULTY:	•
2	1 loot card
3	2 loot cards
4	3 loot cards
5	4 loot cards
	-1 POLICE MORALE

#### **MEGA MARCH**

Each liberating faction may form the following # of blocs in this district

LIBERATED DISTRICT DIFFICULTY:	▼	
2	1 bloc	
3	2 blocs	
4	2 blocs	
5	3 blocs	
	-1 POLICE MORALE	1

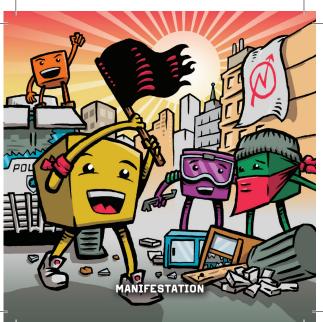
#### **GENERAL ASSEMBLY**

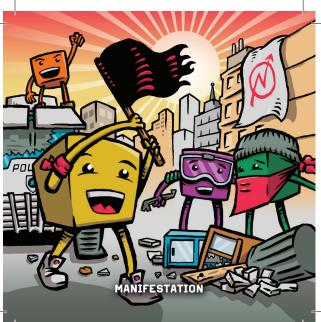
Each liberating faction may form the following # of blocs in this district

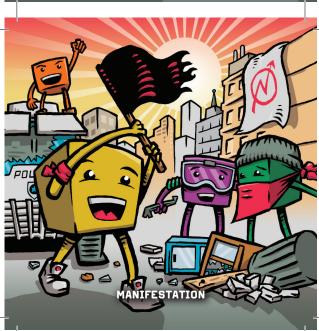
LIBERATED DISTRICT DIFFICULTY:  2 1 bloc 3 1 bloc 4 2 blocs 5 3 blocs		-2 POLICE MORALE	
DISTRICT DIFFICULTY:  2 1 bloc 3 1 bloc	5	3 blocs	
DISTRICT DIFFICULTY:  1 bloc	4	2 blocs	
DISTRICT DIFFICULTY:	3	1 bloc	
DISTRICT	2	1 bloc	
5	DISTRICT	<b>▼</b>	













#### STREET PARTIES

Each liberating faction may form the following # of blocs in any districts where

they have an occupation

DISTRICT DIFFICULTY:	▼
2	1 bloc

3	1 bloc	
4	2 blocs	

POLICE

MORALE

5	3 blocs
A PART OF THE PART	

# **YOUTH WALKOUTS**

Each liberating faction may form the following # of blocs in any districts where they have an occupation

LIBERATED
DISTRICT
DIFFICULTY:

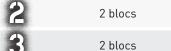
DIFFICULTY:		
2	1 bloc	
3	2 blocs	
4	2 blocs	
5	3 blocs	



#### **GENERAL STRIKE**

Each liberating faction may form the following # of blocs in any districts without police





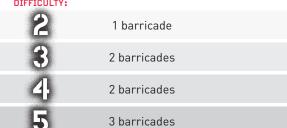
3 blocs

POLICE MORALE

# **SURPRISE BLOCKADES**

Each liberating faction may build the following # of barricades anywhere in the city





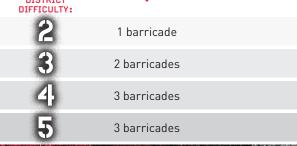


# **MOTORBIKE BLOC**

3 blocs

Each liberating faction may build the following # of barricades anywhere in the city

# LIBERATED DISTRICT DIFFICULTY:



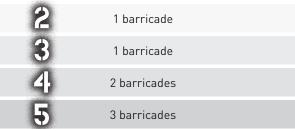
POLICE MORALE

# **BURNING BARRICADES**

Each liberating faction may build the following # of barricades around any district with police

LIBERATED DISTRICT DIFFICULTY:

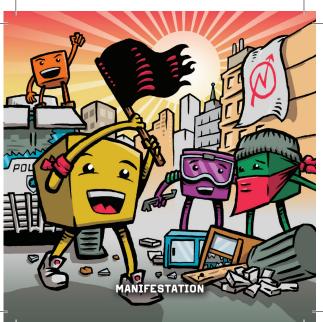


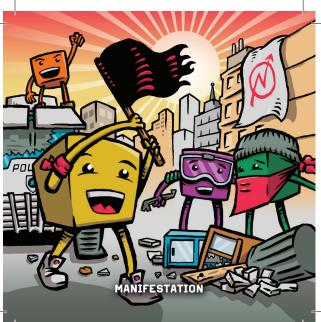


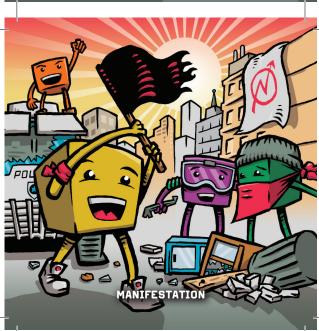
POLICE MORALE













# **BLOCK EVERYTHING**

Each liberating faction may build the following # of barricades around any district where

they have blocs

LIBERATED DISTRICT DIFFICULTY:



2 barricades

3 barricades

3 barricades

# POLICE MORALE

#### **FORTIFICATIONS**

Each liberating faction may build the following # of barricades around any district where they have an occupation

DISTRICT DIFFICULTY:

1 barricade

2 barricades

2 barricades

3 barricades

POLICE MORALE

#### **POPULAR DEFENSE COMMITTEES**

Each liberating faction may build the following # of barricades around any district where they have an occupation

LIBERATED DISTRICT DIFFICULTY:



1 barricade

2 barricades

3 barricades

3 barricades

POLICE MORALE

# ANTI-CAPITALIST MARCH

Each liberating faction may defeat the following # of riot cops in any districts

LIBERATED DISTRICT DIFFICULTY:



1 riot cop

1 riot cop

2 riot cops

3 riot cops

POLICE MORALE

#### CITY-WIDE REBELLION

Each liberating faction may defeat the following # of riot cops in any districts

LIBERATED DISTRICT DIFFICULTY:



DIFFICULTY:		
2	1 riot cop	
3	2 riot cops	
4	2 riot cops	
4	3 riot cops	

POLICE MORALE

#### SPREADING REVOLT

Each liberating faction may defeat the following # of riot cops in any adjacent districts

LIBERATED DISTRICT DIFFICULTY:



1 riot cop

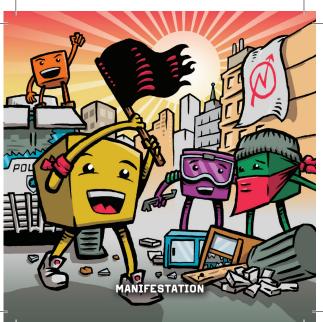
2 riot cops 2 riot cops

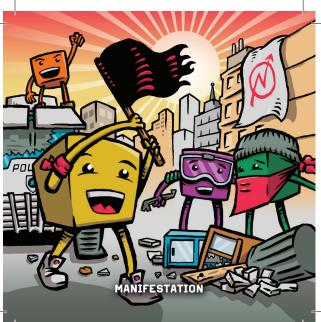
3 riot cops

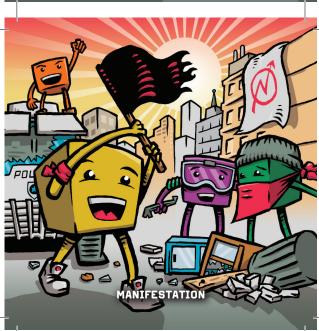
POLICE MORALE













#### **UPRISING**

Each liberating faction may defeat the following # of riot cops in any districts with a riot van

	-1 POLICE MORALE	
5	3 riot cops	
4	2 riot cops	
3	2 riot cops	
2	1 riot cop	
LIBERATED DISTRICT DIFFICULTY:	•	

# **NIGHT MARCH**

Each liberating faction may defeat the following # of riot cops in any districts with a riot van

11 01 1100	ops in any districts with a riot van	
LIBERATED DISTRICT DIFFICULTY:	▼	
2	1 riot cop	
3	1 riot cop	
4	2 riot cops	
5	3 riot cops	
	-1 POLICE MORALE	

# **ANTI-POLICE PROPAGANDA**

Police morale falls:

# **SOLIDARITY ATTACKS**

Each liberating faction may flip 1 riot van on its side





# **INTERNATIONAL SOLIDARITY ACTIONS**

Police morale falls:

LIBERATED DISTRICT DIFFICULTY:	•
2	-1 police morale
3	-2 police morale
4	-3 police morale
5	-4 police morale

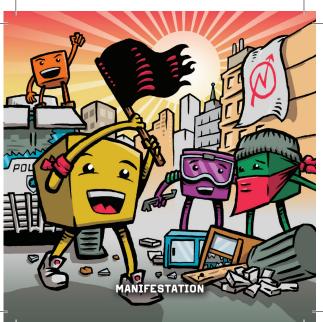
#### **HACKER ATTACK**

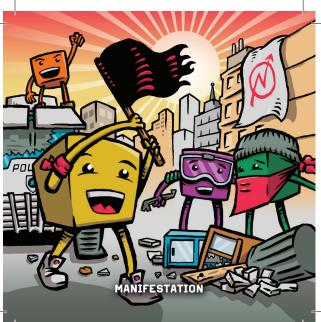
Reveal the following # of police ops cards to all factions

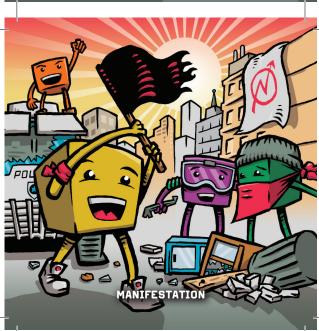
	cards to attractions
LIBERATED DISTRICT DIFFICULTY:	▼
2	1 police ops card
3	2 police ops cards
4	3 police ops cards
5	4 police ops cards
	-2 POLICE MORALE













#### **DISRUPTED POLICE COMMUNICATIONS**

Reveal the following # of police ops cards to all factions



# **LEAKED POLICE EMAILS**

Reveal the following # of police ops cards to all factions

LIBERATED DISTRICT DIFFICULTY:	▼
2	2 police ops cards
3	2 police ops cards
4	3 police ops cards
5	3 police ops cards
	-1 POLICE MORALE

# **CHAIN OF COMMAND COLLAPSE**

Reveal the following # of police ops cards to all factions



# **MOVEMENT STRATEGY COUNCIL**

Each liberating faction may swap any of their own occupations



