

BLOC *by* BLOC



PLAYERS
2-4



TIME
120-180
minutes



AGES
14+

OBJECT OF THE GAME

In *Bloc by Bloc: The Insurrection Game*, players join a vibrant popular rebellion struggling to liberate a city that changes with every game. Each player controls a faction of revolutionaries fighting back against the State. The insurrection is successful if occupations are built in all State districts before time runs out and the military arrives.

When playing semi-cooperatively: Each player must complete the objectives for one of the options on their agenda card in order to win. Most players will be working cooperatively, trying to win together, but some may secretly be trying to win alone.

When playing fully cooperatively: All players will be working cooperatively and win together if the insurrection is successful.

See page 16 for details on winning and losing the game.



THE INSURRECTION GAME

INCLUDES
10 SCENARIOS
Mini Expansion

SETUP

4 Players

The setup steps below correspond to the numbers on the opposite page.

- 1 Create the city:** Follow the steps on page 7 to randomly generate a unique city.

Beginner game: You may optionally choose to skip the random city generation steps on page 7 and simply build the beginner city shown on the opposite page. If you do, make sure to place 1 manifestation card face down underneath each district tile. Make sure to place district tiles so that the word "Liberated" is face down. Put the 3 unused manifestation cards and 5 unused district tiles back in the game box.

- 2 Set up the countdown panel:**

Place the countdown panel next to the city. Put the countdown marker on the 8 nights left space.

Beginner game: Put the countdown marker on the 6 nights left space.

- 3 Set up the loot deck:** Shuffle the loot cards and place them face down next to the countdown panel. Make sure there is room for a discard pile.

- 4 Set up the tokens & dice:** Put the loot tokens and barricades in piles within reach of all players. Set the action dice and reaction die next to the city.

First time playing?

Learn the rules by following the steps for the **Beginner game**.

See page 20 for a complete list of components.

- 5 Deploy police to the State districts:**

Place 1 riot van and 3 riot cops in each State district tile. State districts have white circles.

Beginner game: Place 1 riot van in each State district tile. If you used the beginner city on the opposite page, place 1 riot van in The Stadium district. Place 3 riot cops next to each riot van.

- 6 Set up the police morale panel:**

Place the police morale panel next to the city and put all remaining riot cops and riot vans in the staging area section of the panel. Put the police morale marker under Timid on the police morale track.

- 7 Set up the police ops deck:**

Shuffle the police ops cards and place them face down next to the police morale board. Make sure there is room for a discard pile.

To modify the difficulty:

- **Easy:** Remove 2 Paramilitary Operations cards from the police ops deck and place them back in the game box.
- **Medium:** Remove 1 Paramilitary Operations card and place it back in the game box.
- **Hard:** Use all 3 Paramilitary Operations cards.

Beginner game: Play on Easy.

- 8 Randomly assign a faction to each player:**

Randomly assign each player one of the four factions. Pass out the matching faction mat and corresponding pieces (5 occupations, 10 blocs). Place all occupations and blocs in their corresponding locations on each of the faction mats. Give each player 1 cheatsheet. Deal 2 loot cards face down to each player. Players may look at their loot cards.

- 9 Assign agendas:** Shuffle the agenda cards and deal 1 to each faction. Put the rest of the agenda cards back in the game box without looking at them. When playing fully cooperatively, do not use the agenda deck. Put the entire deck back in the game box.

Beginner game: Play fully cooperatively.

- 10 Choose starting districts:**

Each faction must choose one of their own districts as their starting location by placing their Start occupation in that district's occupation circle. Each faction must place 1 of their blocs next to their Start occupation.

- 11 Determine first faction:**

Roll to determine which faction goes first. The faction with the highest roll takes the first faction marker and begins the game.

3 Players

Follow the 4 player setup steps with these changes: After creating the city, replace the Financial District tile with The Stadium district tile, so that there are only 3 State districts in the city. Place 1 riot van in each State district and 1 in The Stadium. Place 3 riot cops next to each riot van. Randomly assign each player one faction. Place pieces for the unused fourth faction back in the game box.

Beginner game for 3 players: Put the countdown marker on the 8 nights left space of the countdown panel.

2 Players

Follow the 4 player setup steps. Each player will play 2 of the four factions. Play fully cooperatively by not using the Agenda deck.

Fully Cooperative Setup

Do not use the agenda deck. Put the entire deck back in the game box. If the insurrection is successful, all factions win the game.

9

Agenda Cards



Loot Cards

Countdown Marker 2

Riot Cops

Riot Vans

Police Ops Cards

7

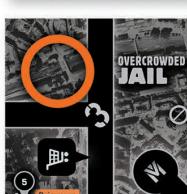
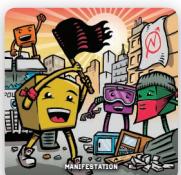
3 Countdown Panel

Police Morale Marker

6 Police Morale Panel

District Tiles

1 Manifestation Cards



11 First Faction Marker

4 Barricades



Action Dice



Reaction Die



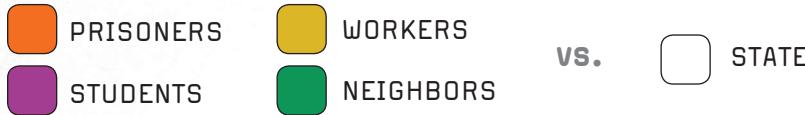
Loot Tokens



QUICKSTART GUIDE

Read This First! Read the 2 page Quickstart Guide for a brief overview before you dive into the details in the rest of the rulebook.

Bloc by Bloc is played in a city made up of 25 district tiles connected by streets, highways, and metro stations. Each player controls one of four factions in the city: the Workers, the Neighbors, the Students, or the Prisoners. All players are referred to as *factions*. Each faction has a corresponding set of districts in the city. The police and the State are the common enemies of all factions. Occupations must be built in all State districts by any combination of factions for the insurrection to be successful. See page 6 for more information about the city.



Sunset Overview

During the Sunset phase, each faction takes a turn. Each faction's turn is made up of 3 steps:

Step 1. Roll Action Dice

Form 1 bloc at your Start occupation by taking 1 bloc from your faction mat and placing it in the same district as your Start occupation. Roll 3-5 action dice (depending on the number of blocs you now have in the city). See your faction mat or page 8 for details.

MINIMUM ROLL	6+ BLOCS ROLL	9+ BLOCS ROLL
3 ACTION DICE	4 ACTION DICE	5 ACTION DICE

Step 2. Faction Actions

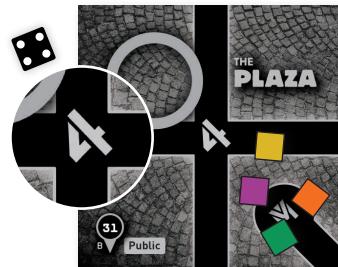
Use your blocs to take 1 action with each action die you rolled. You can only take actions in districts where you have blocs. You can take the same action multiple times in the same turn and you can take actions in any order. There are 3 types of actions:

- Basic actions:** Movement & Barricade
- Advanced actions:** Loot, Build Occupation & Swap Occupation
- Attack actions:** Defeat 1 Riot Cop, Kick Out 2 Riot Cops & Attack a Riot Van

A bloc is considered to be in a clash anytime it is in the same district with a riot van or riot cops. You can only take basic and advanced actions with blocs that are not in a clash and you can only take attack actions with blocs that are in a clash.



It takes 1 action die to take 1 action. If you rolled 4 action dice, you get to take 4 actions. To take basic actions, you can use a die of any value. To take advanced or attack actions, you must use an action die equal to or greater than the difficulty of the district that you are taking the action in. The district difficulty is the big number in the middle of the tile. If the district's difficulty is 4, then you must use a die with a value of 4, 5, or 6. See page 6 for more information about district tiles.



Bloc by Bloc is played in rounds. Each round is 1 night and each night has 2 phases. The Sunset phase is when each faction gets to take its turn. After all factions have taken their turns, the Sunrise phase begins, which is when police attack and factions have a chance to liberate districts. See the cheatsheet for an overview of each night.



When you take riskier actions, you must make a reaction roll to see if the police respond to your action. You must make 1 reaction roll after each advanced action, but you only have to make 1 reaction roll after all consecutive attack actions in the same clash.

See the cheatsheet or pages 8-11 for a detailed explanation of each action.

Step 3. Police Ops

Draw 1-3 police ops cards (depending on the police morale) and resolve each card one at a time. See pages 12-13 for more information about police ops cards.



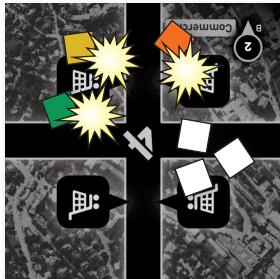
In *Bloc by Bloc*, no player takes on the role of the police. Instead, they are controlled by the police ops deck. All factions will draw from the police ops deck as the final step of their turn. Police ops cards can give orders to advance groups of riot cops around the city, deploy more riot cops or riot vans, reposition riot vans, etc. See page 13 for detailed descriptions of each card.

Sunrise Overview

After all factions have taken their turn, the Sunrise phase begins. Sunrise is also made up of 3 steps:

Step 1. Police Repression

Any blocs or occupations in the same districts as police come under attack at Sunrise. Partially damaged riot vans are fully repaired and all riot vans and riot cops attack blocs and occupations in their districts. Defeated blocs and evicted occupations return to faction mats. See page 14 for a description of how riot vans and riot cops attack.



Step 2. District Liberation

With a few exceptions, all district tiles have two sides, a repressed side and a liberated side. These districts start out repressed at the beginning of the game and, during the District Liberation step, factions have the opportunity to liberate districts.



Liberation is not an action that factions can take during their turns, but instead happens automatically during this step if these two conditions are met:

- 1 The district must have an occupation built in it. Districts without an occupation circle, such as Commercial districts, cannot be liberated.

2 The combined total number of blocs from all factions in that district must be equal to or greater than *double* the district's difficulty.

There are 3 reasons to liberate districts:

- The district's difficulty is always reduced by 1, making future actions in this district slightly easier.
- The occupation in this district gains its liberated ability, making it much more powerful.
- When a district is liberated, you get to draw the manifestation card underneath it, which unleashes a unique event that always benefits the factions.

See page 15 for details on District Liberation and manifestation cards.

Step 3. Next Night?

Check if any of the endgame conditions (see below) have been met. If so, the game ends immediately. If not, pass the first faction marker to the left, move the countdown marker forward, and begin the next night.



When playing semi-cooperatively:

Check to see which factions have completed all objectives for one of the options on their agenda card.

When playing fully cooperatively:

All factions win together if the insurrection is successful.

See page 16 for details on winning and losing the game.



District Guide

With a few exceptions, all district tiles have two sides: a repressed side and a liberated side. Districts start out repressed at the beginning of the game.

During the Sunrise phase of each night, factions have the opportunity to liberate them to gain crucial advantages and a range of important benefits. See page 15 to learn about District Liberation.

REPRESSSED SIDE



LIBERATED SIDE



1 Type: There are 8 types of districts: Workers (yellow), Students (purple), Neighbors (green), Prisoners (orange), State (white), Public (gray), Commercial, and highways.

2 Occupation Circle: The colored circles indicate locations where the faction that matches the district type may build one of their occupations. For example, only the Prisoners can build an occupation in Prisoners districts. Any faction can build occupations in Public and State districts.

3 Difficulty: Each district has a difficulty number that shows how hard it is for factions to take advanced actions and attack actions in that district. Higher numbers are more difficult.

The difficulty on the liberated side of a district tile is always 1 less than on its repressed side.

4 Police ID & Letter: Each district has a unique police ID that the police ops deck references to determine police movement and deployment. The pointer below the police ID shows the correct

edge to use when flipping the district tile after liberating the district, ensuring that the district tile does not change orientation. The letter to the left of the pointer is only used during setup.

5 Shopping Center: Shopping carts represent shopping centers, which are locations where factions can loot to draw cards from the loot deck. Commercial districts have multiple shopping centers. Shopping centers never appear on the liberated side of district tiles.



Streets, Highways & Metro

6 4-Way Street Intersection: The majority of districts have a standard 4-way street intersection, giving blocs and riot cops full orthogonal access to and from adjacent districts.

7 3-Way Street Intersection: Some districts have 3-way street intersections, giving blocs and riot cops orthogonal access to and from 3 adjacent districts. The 4th direction is a

dead end, blocking access to and from that direction. The district blocked by the dead end is not considered adjacent.

8 Highway: Highway districts connect two separate sets of diagonally adjacent districts. The connected districts are considered adjacent. Blocs and riot cops never stop on highways while moving between adjacent districts.

9 Metro Station: Blocs may move between two districts without using the streets if both districts contain metro stations. Riot cops never use metro stations.

Edge of the City: All streets and highways ending at the edge of the 5 x 5 grid of district tiles are treated as dead ends.

Random City Generator

First time playing? Use the beginner city shown on page 3.

Bloc by Bloc can be played on any 5 x 5 grid of district tiles arranged in any order and orientation as long as all districts are connected by streets or highways. Feel free to use the city generation process detailed below or experiment with creating your own city to play in.

1. Shuffle and place 25 manifestation cards face down in a 5 x 5 grid: Leave about 1" between each card. Put the rest of the manifestation cards back in the game box.



Manifestation Cards

2. Sort the district tiles, liberated side face down, into 3 piles by letter: Each district has a letter in a corner next to the police ID. Base game district tiles have the letters A, B, and C. Put all mini expansion district tiles, which have the letter D, and The Stadium district tile, which has the number "3", back in the game box *unless*:

- 3 player game:** Put the Financial District tile back in the game box and add The Stadium district tile into the A pile.

- Mini expansion games:** See pages 18-19 for modified setup steps for each scenario. Put any of the 4 mini expansion district tiles back in the game box if they are not required for the scenario's modified setup.

You should now have 25 district tiles separated into A, B, and C piles.



District Tiles

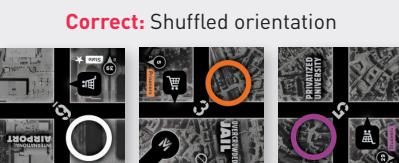
3. Shuffle each of the 3 district piles: Make sure to shuffle each pile in terms of tile order within the pile while also shuffling the individual orientation of each tile.



Shuffle the order & the orientation of the tiles

4. Arrange the district tiles on top of the manifestation cards without reorienting each tile to face the same way: Place the top district tile from the A pile on top of the manifestation card in the top left corner of the grid so that the district tile completely covers the manifestation card.

Do not change the orientation of each district tile as you place it in the grid. Do not reorient the tiles to all face the same way! Make sure the word "Liberated" is face down.



Correct: Shuffled orientation

Incorrect: Reoriented

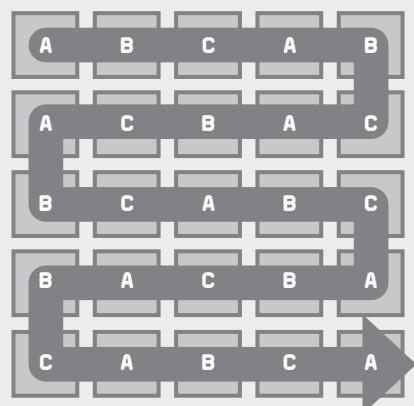


Next, place the top district tile from the B pile on top of manifestation card directly to the right of the district tile from the A pile that you just placed.

Finally, place the top district tile from the C pile to the right of the district tile from the B pile that you just placed.

Continue placing district tiles from each of the three piles in ABC order to complete the 5 x 5 grid. When you reach the end of a row, place the next district tile directly below the last district tile you placed to create a zigzag pattern (see below).

The final tile placed in the bottom right corner of the grid should be the last district tile from the A pile. All manifestation cards should be completely covered by the district tiles and there should be about 0.5" between each of the district tiles.



Example: Place the district tiles from each of the three piles in a zigzag ABC pattern to complete the 5 x 5 grid.

The Highway Overpass mini expansion district tile can be used in any game of *Bloc by Bloc*. During step 2, simply remove one of the other highway districts and place the Highway Overpass in the C district pile.

GAMEPLAY: SUNSET

Each round is 1 night. Each night has 2 parts:

Sunset: Each faction takes a turn. Each faction's turn is made up of 3 steps (see below). The faction with the first faction marker goes first, followed by the faction to their left, and so on in clockwise order.

Sunrise: After all factions have taken their turns, police attack blocs and occupations in the same districts. Then, factions have the opportunity to liberate districts. At the end of Sunrise, the game ends if any of the endgame conditions have been met. See pages 14-15 for Sunrise steps.

Sunset Step 1. Roll Action Dice



At the start of your turn, form 1 bloc at your Start occupation by taking 1 bloc from your faction mat and placing it in the same district as your Start occupation. Then, count the number of blocs you now have in the city. Roll 3-5 action dice (see right) depending on the number of blocs you counted. Each rolled action die is used to take 1 action during your turn. It takes 1 action die to take 1 action. You cannot combine dice to increase their value. If you roll 4 action dice, you can take 4 actions.

MINIMUM ROLL	6+ BLOCS ROLL	9+ BLOCS ROLL
3 ACTION DICE	4 ACTION DICE	5 ACTION DICE

Sunset Step 2. Faction Actions

For each action die you rolled in step 1, take one of the following actions. You can take the same action multiple times in the same turn. You can take actions in any order. You can only take actions in districts where you have blocs.

Basic Actions: Not in a clash

To take a basic action, you can use a die of any value.

- Movement
- Barricade

Advanced Actions: Not in a clash

To take an advanced action, you must use an action die equal to or greater than the difficulty of the district that you are taking the action in. Because advanced actions are risky actions, you must make a reaction roll after taking each advanced action.

- Loot
- Build Occupation
- Swap Occupation

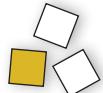
Attack Actions: Only in a clash

To take an attack action, you must use an action die equal to or greater than the difficulty of the district that you are taking the action in. You only have to make 1 reaction roll after all consecutive attack actions in the same clash. Each bloc can only attack once per clash each night.

- Defeat 1 Riot Cop
- Kick Out 2 Riot Cops
- Attack a Riot Van

What is a Clash?

A bloc is considered to be in a clash any time it is in the same district with a riot van or riot cops. You can only take basic and advanced actions with blocs that are not in a clash and you can only take attack actions with blocs that are in a clash.



What is a Reaction Roll?

When you take riskier actions, you must roll the reaction die to see if the police respond to your action. You must make 1 reaction roll after each advanced action, but you only have to make 1 reaction roll after all consecutive attack actions in the same clash.

- **If you roll a 1:** The cops are called! Immediately take 1 riot cop from the staging area and place it in the district where you took the action. If there are no more riot cops in the staging area, nothing happens.
- **If you roll a 2:** Immediately draw and resolve 1 police ops card. See pages 12-13 for information about police ops cards.
- **If you roll a 3, 4, or 5:** Nothing happens.
- **If you roll a 6:** If you have built the People's Kitchen occupation, then you get an extra action. Otherwise, nothing happens. See page 17 for a full description of the People's Kitchen occupation.

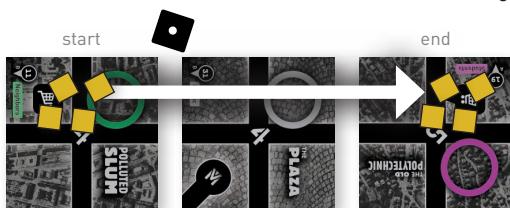


Basic Action: Movement

Movement allows you to reposition your blocs to different districts in the city. To move blocs, use an action die of any value. Choose one or more of your blocs that are not in a clash. You may move any distance between two districts using any combination of streets, highways, and metro stations. There is no restriction on the number of districts your blocs can move through with one action.

What is a Mob?

Any time 2 or more blocs from the same faction are in a district together they are considered a mob. You may move all blocs in a mob using only 1 action die if all of the blocs start in the same district and end in another district together.



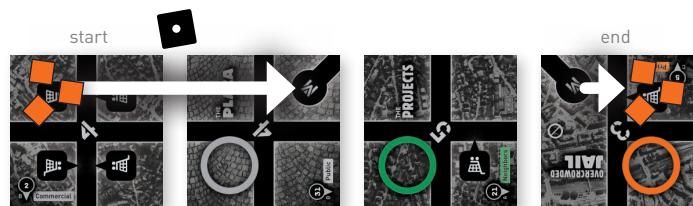
Example: The Workers faction takes 1 basic action to move a mob of 4 blocs to another district.

Blocs cannot:

- Move through districts that contain police
- Move out of districts that contain police
- Move through dead ends or off the edge of the city
- Move diagonally except by using highways

Blocs can:

- Move through barricades
- Use any combination of streets, highways, and metro stations in 1 movement action
- End a movement action in districts that contain police

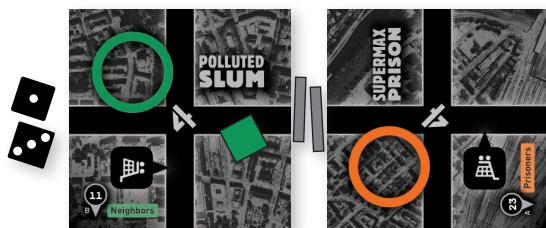


Example: The Prisoners faction takes 1 basic action to move a mob of 3 blocs across the city using a combination of streets and metro stations.

Basic Action: Barricade

Barricades temporarily stop riot cops from moving into the district they are built around. [See page 13](#) for information on how barricades stop riot cop movement.

To barricade, use a die of any value. Choose a district where you have one or more blocs that are not in a clash. Place 1 barricade between the district and any adjacent district. Each connection between two adjacent districts can hold a maximum of 3 barricades.



Example: The Neighbors faction takes 2 basic actions to build 2 barricades around a district using one of their blocs.



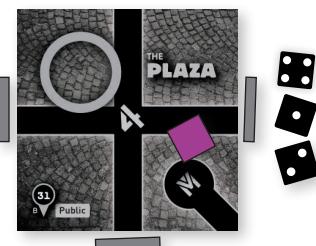
1 Barricade
Stops 1 riot cop



2 Barricades
Stops half of riot cops (round down)



3 Barricades
Stops all riot cops



Example: The Students faction takes 3 basic actions to build 3 barricades between different districts using one of their blocs.

Exchanging Loot

During your turn, you can gift or trade loot cards with any other faction that has blocs in the same district as your blocs. This does not count as an action and an action die is not required.



Advanced Action: Loot

Loot gives you a range of different one-time bonuses. Most loot cards can only be used during your turn, while others may only be used during Police Repression or District Liberation. Each card specifies when you can play it. There is no limit to the number of loot cards you can have in your hand. You cannot reveal your hand to other factions, but you may tell them (truthfully or not) what you

have. When the last loot card has been drawn, shuffle the discard pile to create a new deck.

To loot, choose a district that has a shopping center and one or more of your blocs that are not in a clash. Use a die equal to or greater than the district's difficulty and draw 1 loot card. Place the loot token and make a reaction roll.



Shopping centers can be looted twice:

1st - Graffiti: Place a loot token graffiti side up on the shopping center.

2nd - Burn: Flip the loot token so the burn side is face up. Burned shopping centers can no longer be looted.

You may use multiple Molotovs loot cards in the same attack action.

You cannot use the Medic Kit loot card if you do not have any occupations in the city.

Using a Fireworks loot card does not count as an attack action and requires its own reaction roll.

Advanced Action: Build Occupation

Each occupation you build in the city gives you an ongoing ability that you can use each turn. You can use an occupation's ability as soon as it has been built, including in the same turn. See page 17 for detailed descriptions of each occupation ability.

To build an occupation, choose a district that has an occupation circle and one or more of your blocs that are not in a clash. Use an action die equal to or greater than that district's difficulty. Select an occupation of your choice from your faction mat, place it in that district's occupation circle, and make a reaction roll.

You cannot: Build occupations in districts corresponding to other factions.

You can: Build occupations in districts corresponding to your faction, Public districts, and State districts.

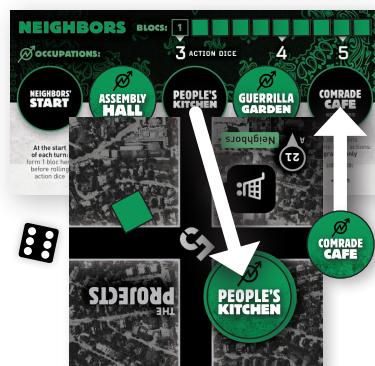


Example: The Workers faction takes 1 advanced action to build 1 occupation in a Workers district using one of their blocs.

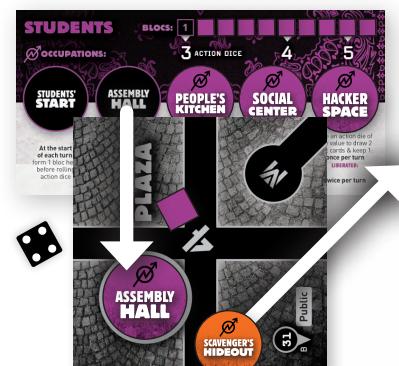
Advanced Action: Swap Occupation

In addition to building new occupations, you may also swap out an existing occupation with one from your faction mat. You may swap out another faction's occupation in State and Public districts.

To swap an occupation, choose one of your faction's districts, a Public district, or a State district that has an occupation built in it and one or more of your blocs that are not in a clash. Use an action die equal to or greater than that district's difficulty. Remove the occupation currently in the district, replace it with one of your choice from your faction mat, and make a reaction roll. The removed occupation is returned to the faction mat.



Example: The Neighbors faction takes 1 advanced action to swap their Comrade Cafe for their People's Kitchen in a Neighbors district using one of their blocs.



Example: The Students faction takes 1 advanced action to swap out a Prisoners occupation for one of their own in a Public district using one of their blocs.

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. In other words, if you have the most blocs in a district, you may stop another faction from looting, building occupations, or swapping occupations in that district.

If multiple factions are tied for the most blocs in a district, then no faction can stop other factions from taking advanced actions.

Attack Actions

To take an attack action, choose a district with one or more of your blocs that are in a clash. Use an action die equal to or greater than that district's difficulty. Unlike advanced actions, you only have to make 1 reaction roll after all consecutive attack actions in the same clash.

Each bloc can only attack once per clash each night. If you want to make multiple attacks in the same clash, you must have enough blocs in the clash to make all the attack actions. If you want to defeat 3 riot cops, you must have 3 blocs in the clash and 3 action dice equal to or greater than the district's difficulty.

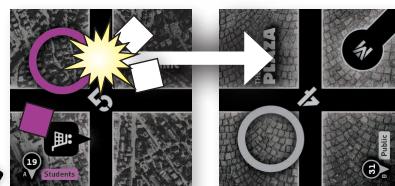
Defeat 1 Riot Cop

Take an attack action to defeat 1 riot cop and send it back to the staging area.



Kick Out 2 Riot Cops

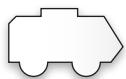
Take an attack action to kick out 2 riot cops into an adjacent district. If riot cops are kicked out through barricades, the barricades are dismantled. Riot cops can be kicked out into an adjacent district connected by a highway.



Example: The Students faction takes 1 attack action with 1 bloc to defeat 1 riot cop and send it back to the staging area.

Attack a Riot Van

Riot vans are more powerful than riot cops. A riot van takes 3 attacks in the same night to be destroyed. To mark when a riot van has been attacked and is damaged, flip it on its side after the first attack and flip it upside down after the second attack. After the third attack, the riot van is destroyed. Put destroyed riot vans back in the game box.



A riot van



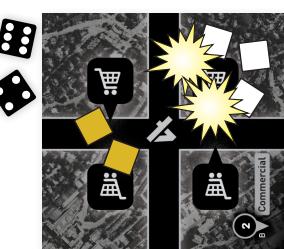
1st Attack:
flip on side



2nd Attack:
flip over



3rd Attack:
destroy!



Example: The Workers faction takes 2 attack actions with 2 different blocs to defeat 2 riot cops and send them both back to the staging area. A third riot cop in the clash cannot be defeated because the Workers only have 2 blocs in the district.

If a district has a riot van and riot cops, you may choose whether to attack the riot van or the riot cops.

Damaged but not destroyed riot vans do not respond to orders from police ops cards for the remainder of that night. See page 12 for information about police ops cards.

Sunset Step 3. Police Ops

After taking all of your actions, draw 1-3 police ops cards. Check the police morale track to determine how many cards you must draw. Read each card out loud one at a time and place resolved cards face up in the discard pile next to the police ops deck. When the last police ops card has been drawn, shuffle the discard pile to create a new deck.

How Does Police Morale Increase?

When you draw a police ops card that says *+1 police morale*, immediately move the police morale marker forward 1 step on the police morale track. Increases in police morale during the Police Ops step only take effect on the next faction's turn. You do not need to draw more cards in response.



Riot Cop Movement

The majority of police ops cards order groups of riot cops to advance into adjacent districts. See the opposite page for detailed descriptions of the other police ops cards.

How Do Riot Cops Move?

- 2 or more riot cops in the same district are considered a group. 1 riot cop by itself in a district (not counting riot vans) is considered solo.
- When a group of riot cops moves into an adjacent district, they always leave 1 solo riot cop behind.
- Riot cops always move to adjacent districts, even if they are already in a district of the type specified on the police ops card.
- Solo riot cops hold their positions and do not move.
- Riot cops in clashes hold their positions and do not move.
- Riot cop movement cards do not apply to riot vans.



What is ID Priority?

Each district has a unique police ID. If a group of riot cops is adjacent to 2 or more districts of the type specified on the police ops card, then use the police ID priority as a tiebreaker to determine whether the riot cops move into the highest or lowest police ID district.



Example: A group of 4 riot cops is in a Public district when a police ops card is drawn ordering groups of riot cops to advance into adjacent State districts. Because there are 2 adjacent State districts, the riot cops must follow the police ID priority. The police ops card specifies that the police ID priority is Highest. The group of riot cops moves into the adjacent State district with the highest police ID and 1 solo riot cop is left behind.

Riot cops move to adjacent districts connected by streets and highways, but never use metro stations.

If a district is separated by a dead end, the riot cops do not move into it.

If an adjacent district is connected by 2 different highway districts, riot cops always use the highway with the fewest barricades.

Barricades Stop Riot Cop Movement

When riot cops are ordered by a police ops card to advance into an adjacent district, but there are barricades blocking the way, some or all of the riot cops are stopped from moving. To determine how many riot cops are stopped from moving and how many advance, count the number of riot cops in the group, but do not count the 1 solo riot cop that

is always left behind. Whenever any number of barricades stops 1 or more riot cops from moving, all the barricades are dismantled and return to the barricade pile. If 3 barricades stop 1 riot cop from moving, all 3 barricades are dismantled. Stopped riot cops hold their position. They do not return to the staging area.



1 Barricade

Stops 1 riot cop. The rest of the group advances into the specified district.



Example: A group of 4 riot cops is ordered to move into an adjacent Prisoners district. 1 solo riot cop is left behind, 1 riot cop is stopped from moving by 1 barricade, and the other 2 riot cops advance into the Prisoners district. The barricade is dismantled.



2 Barricades

Stop half of riot cops (round down). The rest of the group advances into the specified district.



Example: A group of 6 riot cops is ordered to move into an adjacent Neighbors district. 1 solo riot cop is left behind, 2 riot cops are stopped from moving by 2 barricades (half of 5, rounded down), and the other 3 riot cops advance into the Neighbors district. Both barricades are dismantled.



3 Barricades

Stop all riot cops.



Example: A group of 5 riot cops is ordered to move into an adjacent Students district. 1 solo riot cop is left behind and the other 4 riot cops are stopped from moving by 3 barricades. All 3 barricades are dismantled.

REFERENCE

Types of Police Ops Cards

Riot Cop Movement: All groups of riot cops (not riot vans) throughout the city move into adjacent districts. [See page 12](#) for details.

Heavy Reinforcements & Light Reinforcements

Reinforcements: Each riot van deploys 1 or 2 riot cops from the staging area into the district where it is located. If there are not enough riot cops in the staging area to deploy the specified number of riot cops to all riot vans, then check the police ID priority specified at the bottom of the police ops card. Deploy riot cops starting with the riot van with the highest or lowest police ID as specified on the card.

Tactical Retreat: All solo riot cops return to the staging area. Solo riot cops in the same districts as riot vans or in clashes hold their position.

Strategic Rotation: Find all districts with a group of 7 or more riot cops. Leave 6 riot cops in the district and send the rest back to the staging area. Districts with 6 or fewer riot cops are not affected.

Emergency Reinforcements: If there are fewer than 4 riot vans in the city, deploy 1 riot van from the staging area to the highest police ID district that has 1 or more riot cops, but no riot van. There can never be more than 1 riot van in any district. If there are no more riot vans in the staging area or there are already 4 riot vans deployed, nothing happens.

Maneuvers: Reposition all riot vans in the city to the districts with the highest police IDs that have a riot van or at least 1 riot cop. Do not deploy

additional riot vans from the staging area. Do not place 2 riot vans in the same district. If there are 3 riot vans in the city, reposition them to the 3 districts with the highest police IDs that have a riot van or at least 1 riot cop.

Metro Lockdown: Factions are not allowed to use metro stations for 24 hours. Place this card in front of the faction to your left and discard at the end of their next turn.

Chief of Police Fired: Set the Chief of Police Fired card aside. Shuffle all remaining cards in the police ops deck with all the cards in the police ops discard pile to form a new police ops deck. Place the Chief of Police Fired card as the first card in the new discard pile.

GAMEPLAY: SUNRISE

After all factions have taken their turns, the Sunrise phase begins. Sunrise is made up of 3 steps.

Sunrise Step 1. Police Repression

Any bloc or occupation in the same district as riot cops or riot vans at Sunrise is in danger. Perform the following *in order*:

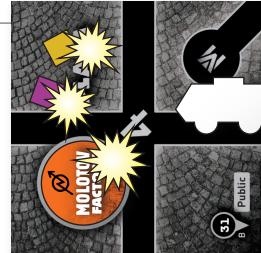
A. Repair Riot Vans

All riot vans that were damaged but not destroyed during the night are repaired and reset to their original upright position.



B. Riot Vans Attack

All riot vans defeat all blocs and evict occupations built in the same district. Factions place defeated blocs and evicted occupations back on their faction mats.



Example: A riot van in a Public district defeats 2 blocs and evicts the occupation.

C. Riot Cops Attack

Each riot cop attacks once:

- Riot cops always prioritize attacking blocs before occupations. When a riot cop attacks a bloc, the bloc is defeated and the faction places the bloc back on their faction mat.
- If there are no blocs for a riot cop to attack, it will attack occupations. When a riot cop attacks an occupation, the occupation is evicted and the faction places the occupation back on their faction mat.
- If blocs from more than one faction are in a district when riot cops attack, then the faction with the most blocs in the district decides which blocs are defeated. If two or more factions are tied for the most blocs in the district, then the tiebreaker is which faction took their turn first that night.
- After attacking, riot cops stay in the district. They do not return to the staging area.

Neither riot vans nor riot cops dismantle barricades during the Police Repression step.



Example: 3 riot cops defeat 3 different blocs.



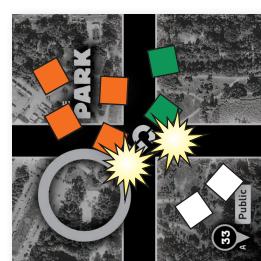
Example: 1 riot cop evicts a Students occupation.



Example: 2 riot cops defeat 2 Workers blocs, but the occupation survives.



Example: 3 riot cops defeat 2 Neighbors blocs and evicts the occupation.



Example: The Prisoners faction has the most blocs in the district and decides that 2 riot cops defeat 1 Neighbors bloc and 1 Prisoners bloc.

Sunrise Step 2. District Liberation

After Police Repression, factions have the opportunity to permanently liberate districts. When a district is liberated:

- The district difficulty is reduced by 1
- The occupation in the district gains its liberated ability
- Factions draw the manifestation card hidden underneath
- The manifestation card always reduces police morale

Liberation is not an action that factions can take during their turns. Liberation happens automatically if these two conditions are met during this Sunrise step:

- 1 The district must have an occupation built in it. Districts without an occupation circle, such as Commercial districts, cannot be liberated.
- 2 The combined total number of blocs from all factions in that district must be equal to or greater than *double* the district's difficulty.

BEFORE



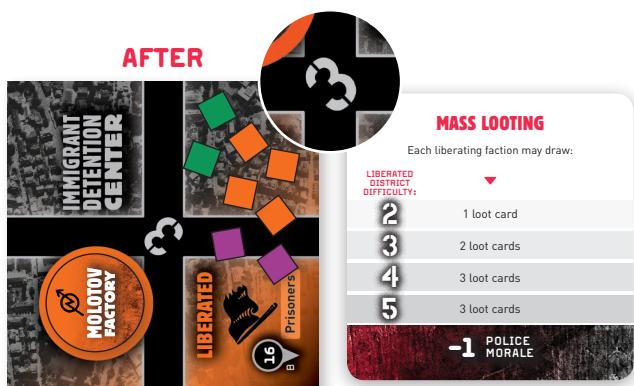
Example: The Prisoners have built an occupation in a district with a difficulty of 4. 8 blocs are in the district, the minimum required for liberation, so the district is liberated and the Mass Looting manifestation card is drawn.

Manifestation Cards: Each manifestation card unleashes a unique event that immediately benefits the factions. Manifestation cards always reduce police morale and they are the only way to reduce police morale.

"Liberated District Difficulty" refers to the difficulty on the liberated side of the district tile.

How to Liberate a District

- Clear the district:** Remove all loot tokens and place them back in the loot token pile. Set aside the blocs and the occupation. Do not return them to faction mats.
- Draw the manifestation card:** Pick up the district tile. Do not change the district's orientation. Pick up the manifestation card underneath the district tile.
- Flip the district:** Flip the district tile over so that the liberated side is now face up. Make sure to flip the district tile according to the direction arrow below the police ID to ensure that the district's orientation is not changed after liberation. Put the blocs and occupation back on the district.
- Resolve the manifestation card:** Read the manifestation card out loud. After resolving it, put it back in the game box.



Continued: Prisoners, Neighbors, and Students blocs helped to liberate the district, so those factions each receive the benefit from the manifestation card based on the difficulty on the liberated side of the district tile. In this case, the benefit is 2 free loot cards for each liberating faction. Police Morale is also lowered by 1 step.

Most manifestation cards provide extra benefits to the *liberating factions* that have blocs in the district when the liberation occurs. In general, the higher the district's difficulty, the better the benefit.

If two or more manifestation cards revealing police ops cards are drawn in the same Sunrise, reveal the total sum of police ops cards from both manifestations.

Sunrise Step 3. Next Night?

Check to see if any of the endgame conditions have been met ([see page 16](#)). If so, the game ends immediately. If not, pass the first faction marker to the left, move the countdown marker forward, and begin the next night. If there are no more nights, time runs out and the military arrives.



WINNING & LOSING

During the Next Night step of Sunrise, the game can end for the following reasons:

The Insurrection is Successful

The insurrection is successful if all State districts have occupations built in them.

- Any faction can build occupations in any of the State districts.
- State districts do not need to be liberated.
- State districts may have riot cops in them, as long as the riot cops did not evict the occupation during the preceding Police Repression step.

Any faction that completes the objectives on a "Win Cooperatively" agenda card option wins together. Multiple factions can win together.

When playing fully cooperatively: All factions win together.



The military is forced into action, deploying troops to the streets in extremely complicated conditions that are not in its favor. A massacre is avoided and the revolutionaries stand their ground. A tense stalemate ensues. The liberated zones of the insurrection remain autonomous and vibrant with potential. Suddenly, it seems anything is possible...

One Faction Wins Alone

Any faction that completes the objectives on a "Win Alone" agenda card option ends the game. They win by themselves and all other factions lose. Multiple factions pursuing "Win Alone" agenda card options cannot win together. If 2 or more factions simultaneously complete their "Win Alone" agenda card options, the game continues.

Vanguardist & Sectarian: The chaos of the insurrection evaporates as your forces sweep into power. The city is yours. The military agrees to pull back on the condition that your faction re-establishes law and order. What becomes of the other defeated factions is not your concern.

Nihilist: There is no going back. Time itself loses all meaning. Deluded by their dreams of revolution, the other factions cower in fear as fire consumes everything. What does it matter if the military arrives to secure their precious city? They will find only ashes.

Any Faction Has Zero Blocs in the City

If any faction has zero blocs in the city, all factions lose and agenda cards are ignored.

The insurrection implodes. Local police forces have no trouble restoring their authority and brutally crushing the last scattered remnants of the weakening revolt. All is lost.

Time Runs Out & The Military Arrives

If none of the above endgame conditions have been met and there are no more nights, then time runs out and the military enters the city. The insurrection is not successful. All factions lose and agenda cards are ignored.

The military launches repressive counter-insurrection operations on its own terms. Helicopters fill the skies as assault teams cordon off districts of the city and conduct brutal house-to-house raids. Many revolutionaries disappear and a wave of reactionary violence scares all remnants of the insurrection off the streets and into hiding. Years of sadness follow.

Occupation Abilities



Each occupation you build in the city gives you an ongoing ability that you can use each turn. All factions have 3 occupations that are identical and 2 that are unique. Occupations

in liberated districts gain their liberated abilities. You may use an occupation's ability as soon as it has been built. Only the faction that built the occupation may use its ability.

Common Occupations

Faction Start

At the start of your turn, before rolling action dice, form 1 bloc in the district where this occupation is built.

Assembly Hall

Use an action die of any value to form 1 bloc in the district where this occupation is built. You may use this ability once per turn. **Liberated Ability:** You may use this ability twice per turn.

People's Kitchen

When you roll a 6 on any of your reaction rolls, immediately roll 1 extra action die. Use this extra action die during this turn. You cannot save it for another turn. **Liberated Ability:** When you roll a 6 on any of your reaction rolls, immediately roll 2 extra action dice.

Prisoners Occupations

Molotov Factory

When you use a Molotovs loot card, increase its strength by an additional +2. A +1 Molotovs becomes a +3 Molotovs and so on. You may use this ability once per turn.

Liberated Ability: You may use this ability twice per turn.

Scavenger's Hideout

For each loot action you take, draw 3 loot cards. Choose 2 to keep and discard the third. **Liberated Ability:** For each loot action you take, draw and keep 3 loot cards.

Neighbors Occupations

Guerrilla Garden

Build 3 barricades using 1 action die around the district where this occupation is built. **Liberated Ability:** You may also use this ability when building barricades around all districts of this type.

Comrade Cafe

Graffiti loot actions at all shopping centers become basic actions for you. Basic actions can be completed using an action die of any value and do not require a reaction roll. **Liberated Ability:** Burn loot actions also become basic actions for you.

Loot actions using the Comrade Cafe can still be stopped by another faction if that faction has the most blocs in the district where the action is taking place. See page 11 for details on how to stop advanced actions.

Workers Occupations

Strike Hall

Building and swapping occupations become basic actions for you in the district where this occupation is built and in adjacent districts. Basic actions can be completed using an action die of any value and do not require a reaction roll. **Liberated Ability:** You may also use this ability in all districts of this type.

Propaganda Workshop

Draw 1 free loot card at any time during each turn without using an action die. **Liberated Ability:** Draw 2 free loot cards each turn.

Actions to build and swap occupations using the Strike Hall can still be stopped by another faction if that faction has the most blocs in the district where the action is taking place. See page 11 for details.

Students Occupations

Social Center

Take 1 free movement action each turn without using an action die. **Liberated Ability:** Take 2 free movement actions each turn.

Hacker Space

Use an action die of any value to draw 2 loot cards. Choose 1 to keep and discard the other. You may use this ability at any time during each turn. **Liberated Ability:** You may use this ability twice per turn.

10 SCENARIO MINI EXPANSION

The 10 scenario mini expansion includes 10 unique insurrection scenarios and 4 special district tiles. Each scenario forces factions to re-think existing strategies in order to achieve new insurrectionary goals, often under unfamiliar conditions or while facing increasingly hostile police.

To setup for 2 or 4 players: Follow the usual setup steps on page 2. Then, modify the setup as specified in the scenario.

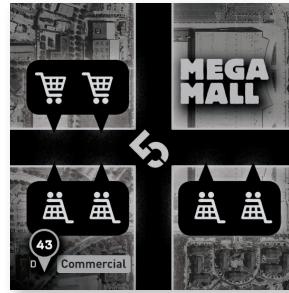
To setup for 3 players: Do not follow the usual 3 player setup steps on page 2. Instead, use the 4 player setup steps on page 2. Then, modify the setup for 3 players as specified in the scenario.



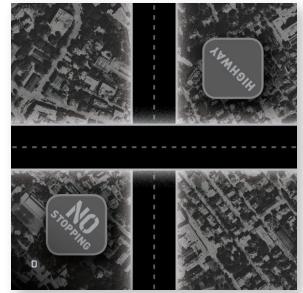
Autonomous Zone:
Community Defense HQ



Autonomous Zone:
Communal Gardens



Mega Mall



Highway Overpass

ROUTINE TRAFFIC STOP

Fully Cooperative Only
Intermediate Difficulty

The insurrection is successful if: Barricades have been built at all highway entrances in the city.

Modified setup: Follow the usual setup steps on page 2. Replace the Commercial district tile (police ID #1) with the Highway Overpass district tile. Place 5 riot cops total next to each riot van. Move the countdown marker to 6 nights left. Do not use the agenda deck.

3 Players: Use the modified setup above. Move the countdown marker to 8 nights left.

BURN DOWN THE COMPANY TOWN

Fully Cooperative Only
Intermediate Difficulty

The insurrection is successful if: All shopping centers in all Commercial districts have been burned down.

Modified setup: Follow the usual setup steps on page 2, except do not deploy police as usual. Instead, replace the Interior Ministry district tile with the Mega Mall district tile. Place 1 riot van in each State district and 1 riot van in the Mega Mall. Place 4 riot cops total next to each riot van. Move the countdown marker to 6 nights left. Do not use the agenda deck.

3 Players: Use the modified setup above. Move the countdown marker to 8 nights left.

ABOLISH THE POLICE

Fully Cooperative Only
Intermediate Difficulty

The insurrection is successful if: All 6 riot vans have been destroyed and there are no riot cops left in the city.

Modified setup: Follow the usual setup steps on page 2, except do not deploy police as usual. Instead, place 1 riot van in each of the following districts: Telecom Network Hub, The Park, The Projects, The Old Polytechnic, Smartphone Factory, and Immigrant Detention Center. Place 3 riot cops next to each riot van. Each faction places 3 blocs total next to their Start occupation. Remove both Emergency Reinforcements cards from the police ops deck. Do not use the agenda deck.

3 Players: Use the modified setup above. Each faction places 4 blocs total next to their Start occupation.

OCCUPY EVERYTHING

Fully Cooperative Only
Intermediate Difficulty

The insurrection is successful if: All factions have built occupations in all of their own districts.

Modified setup: Follow the usual setup steps on page 2. Each faction places 3 blocs total next to their Start occupation. Move the countdown marker to 6 nights left. Do not use the agenda deck.

ASYMMETRICAL STRUGGLE**Semi-Cooperative or Fully Cooperative**

Intermediate Difficulty

The insurrection is successful if: Each faction has built an occupation in 1 State district or built occupations in all of their own districts.

Modified setup: Follow the usual setup steps on page 2. Place 4 riot cops total next to each riot van. When playing semi-cooperatively, remove the Nihilist card from the agenda deck.

3 Players: Use the modified setup above. Replace the Financial District tile with The Stadium district tile. Place 1 riot van and 4 riot cops in The Stadium.

COLLECTIVE LIBERATION**Fully Cooperative Only**

Expert Difficulty

The insurrection is successful if: 10 districts have been liberated.

Modified setup: Follow the usual setup steps on page 2, except do not deploy police as usual. Instead, place 1 riot van in each of the following districts: Telecom Network Hub, Financial District, The Park, and The Plaza. Place 3 riot cops next to each riot van. Each faction places 2 blocs total next to their Start occupation. Do not use the agenda deck.

3 Players: Use the modified setup above. Each faction places 4 blocs total next to their Start occupation.

AUTONOMOUS ZONE PHASE I**Semi-Cooperative or Fully Cooperative**

Expert Difficulty

The insurrection is successful if: All State districts have occupations built in them by any combination of factions. No faction can win if there are police in either of the Autonomous Zones.

Modified setup: Follow the usual setup steps on page 2, except do not deploy police as usual. Instead, replace the Financial District tile with the Community Defense HQ district tile. Replace The Park district tile with the Communal Gardens district tile. Place 1 riot van in each State district and 1 riot van in The Plaza district. Place 3 riot cops next to each riot van. Each faction places 3 blocs total next to their Start occupation. Move the countdown marker to 6 nights left.

3 Players: Use the modified setup above. Move the countdown marker to 8 nights left.

LET THE INFIGHTING BEGIN!**Semi-Cooperative Only**

3 or 4 Players Only, Expert Difficulty

The insurrection is successful if: All State districts have occupations built in them by any combination of factions.

Modified setup: Follow the usual setup steps on page 2, except do not deploy police as usual. Instead, replace the Financial District tile with the Mega Mall district tile. Place 1 riot van in each State district and 1 riot van in The Park district tile. Place 4 riot cops next to each riot van. Each faction places 3 blocs total next to their Start occupation. Move the countdown marker to 6 nights left.

Set aside the Nihilist and Vanguardist agenda cards. Shuffle the remaining agenda cards and set aside 1 card per faction face down. Put the rest of the agenda cards back in the game box without looking at them. Shuffle the Nihilist and Vanguardist cards with the set aside cards and deal 1 card to each faction. Put the remaining agenda cards back in the game box without looking at them.

3 Players: Use the modified setup above. Each faction places 4 blocs total next to their Start occupation.

SMASH THE STATE**Semi-Cooperative or Fully Cooperative**

Expert Difficulty

The insurrection is successful if: All State districts have occupations built in them by any combination of factions and all State districts have been liberated.

Modified setup: Follow the usual setup steps on page 2. Place 4 riot cops total next to each riot van.

3 Players: Use the modified setup above. Replace the Financial District tile with The Stadium district tile. Place 1 riot van and 4 riot cops in The Stadium.

AUTONOMOUS ZONE PHASE II**Fully Cooperative Only**

2 or 4 Players Only, Expert Difficulty

The insurrection is successful if: All districts adjacent to both Autonomous Zone district tiles have been liberated and there are no police in either Autonomous Zone.

Modified setup: Follow the usual setup steps on page 2. Replace The Park district tile with the Communal Gardens district tile. Replace 1 highway district tile with the Community Defense HQ district tile. Place 4 riot cops total next to each riot van. Each faction places 2 blocs total next to their Start occupation. Do not use the agenda deck.

BLOC BY BLOC: THE INSURRECTION GAME

VERSION 1.0 NOVEMBER 2016

Component List

- 40 Wooden Blocs, *10 per faction in four colors*
- 30 Wooden Riot Cops, *white*
- 6 Wooden Riot Vans, *white*
- 40 Wooden Barricades, *gray*
- 1 Wooden Police Morale Marker, *white*
- 1 Wooden Countdown Marker, *white*
- 60 Loot Cards
- 34 Police Ops Cards
- 10 Agenda Cards
- 28 Manifestation Cards
- 30 Chipboard District Tiles
- 20 Chipboard Occupations Tokens, *5 per faction*
- 42 Chipboard Loot Tokens
- 1 Chipboard Countdown Panel
- 1 Chipboard Police Morale Panel
- 4 Chipboard Faction Mats
- 1 Chipboard First Faction Marker
- 7 Action Dice, *black*
- 1 Reaction Die, *white*
- 1 Rulebook
- 4 Cheatsheets
- + 1 Special Edition Zine

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