



THE INSURRECTION GAME

DO NOT PRINT THIS PAGE

A4 SIZE

Print & Play Instructions

Police Ops, Loot & Agenda Cards

- **Paper:** A4 heavy card stock or cover stock
- **Quantity:** 11 sheets, doublesided
- **Printing:** CMYK Color or Black only on both sides
- **Notes:** Cards are imposed 10 up on each page in a 5 x 2 grid. Do not rotate, reorient or resize any of the pages in this document and make sure to match the correct front and back of each sheet. 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 10 cards per sheet, each card should be close to 105 x 59 mm. All cards are designed to work in both color and greyscale.



**OUT
OF
ORDER**

outofordergames.com

info@outofordergames.com



BLOC BY BLOC VERSION 1.0
November 2016

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LOOT

**AKA: POPULAR
EXPROPRIATION**

**USE SECURITY CULTURE:
FOR YOUR EYES ONLY**



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Molotovs



Use when taking an attack action to increase the value of the action die by 2

Use when taking an attack action to increase the value of the action die by 2

Use when taking an attack action to increase the value of the action die by 2

Use when taking an attack action to increase the value of the action die by 2

USE DURING YOUR TURN

USE DURING YOUR TURN

USE DURING YOUR TURN

USE DURING YOUR TURN



Molotovs



Use when taking an attack action to increase the value of the action die by 3

Use when taking an attack action to increase the value of the action die by 3

Use when taking an attack action to increase the value of the action die by 3

Use when taking an attack action to increase the value of the action die by 3

Use when taking an attack action to increase the value of the action die by 3

USE DIVING YOUR TIME

USE DURING YOUR TRIP

IISF DIVISION YOUTH LIBRARY

USE DURING YOUR TRIP

IIE DIVISION YOUTH TUTOR



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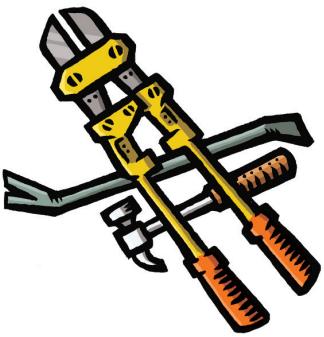
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TOOLS

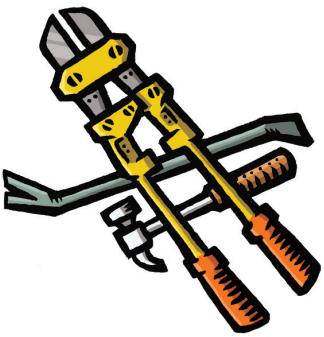


Build 1 occupation or swap
1 existing occupation

- Does not require an action die
- Requires a reaction roll
- Cannot be used by blocs in a clash

USE DURING YOUR TURN

TOOLS

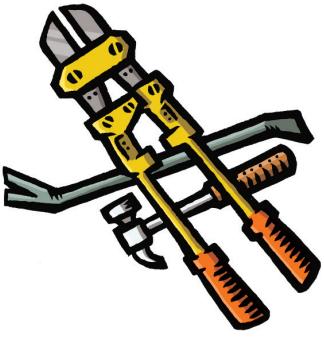


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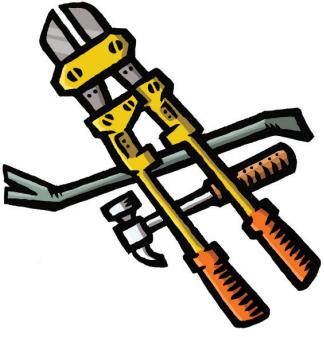


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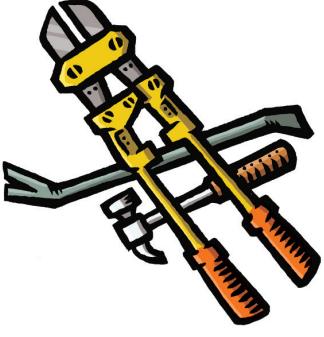


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USE DURING YOUR TURN

TOOLS



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- Requires a reaction roll
- Cannot be used by blocs in a clash

USE DURING YOUR TURN

GROCERIES



Counts as 1 extra bloc
when liberating a district

GROCERIES



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when liberating a district

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USE DURING YOUR TURN

USE DURING DISTRICT LIBERATION

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When liberating a district

USE DURING DISTRICT LIBERATION

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OLD TIRES



OLD TIRES



FURNITURE



FURNITURE



FURNITURE



Build 2 barricades

- Does not require an action die
- Cannot be used by blocs in a clash

USE DURING YOUR TURN

GAS MASK



GAS MASK



MEDIC KIT



Protect 1 bloc from being defeated by police

- Relocate saved bloc to one of your occupations

USE DURING POLICE REPRESSION

Build 1 barricade

- Does not require an action die
- Cannot be used by blocs in a clash

USE DURING YOUR TURN

MEDIC KIT



Protect 1 bloc from being defeated by police

- Relocate saved bloc to one of your occupations

USE DURING POLICE REPRESSION

Build 3 barricades

- Does not require an action die
- Cannot be used by blocs in a clash

USE DURING YOUR TURN

CHARTER BUS



Build 3 barricades

- Does not require an action die
- Cannot be used by blocs in a clash

USE DURING YOUR TURN

Protect 1 bloc from being defeated by police

USE DURING POLICE REPRESSION



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FIREWORKS

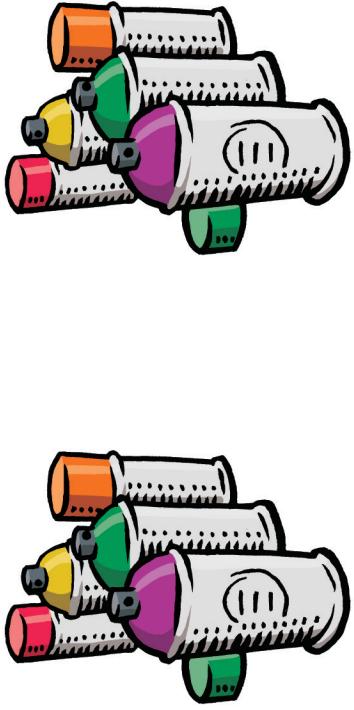


Kick out 1 riot cop from a clash into an adjacent district

- Does not require an action die
- Requires a reaction roll

[USE DURING YOUR TURN](#)

PAINT



Loot up to 2 shopping centers in 1 district

- Does not require an action die
- Requires a reaction roll
- Cannot be used by blocs in a clash

[USE DURING YOUR TURN](#)

FIRE EXTINGUISHER

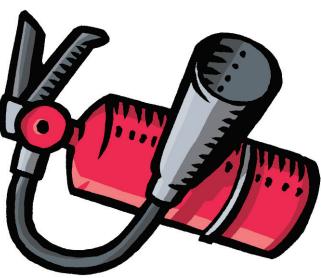


Retreat 1 bloc or 1 mob from a clash into an adjacent district

- Does not require an action die

[USE DURING YOUR TURN](#)

FIRE EXTINGUISHER

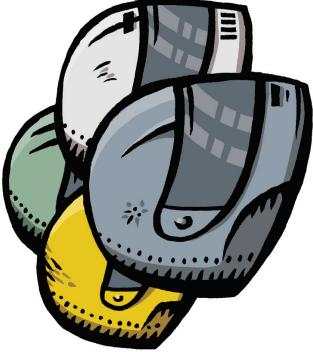


Retreat 1 bloc or 1 mob from a clash into an adjacent district

- Does not require an action die

[USE DURING YOUR TURN](#)

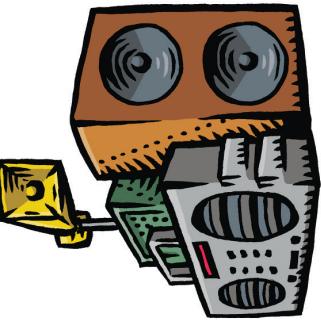
HELMETS



Protect 1 bloc or 1 mob from being defeated by police

[USE DURING POLICE REPRESSION](#)

SOUND SYSTEM



Add 1 bloc to any of your mobs

- Does not require an action die

[USE DURING YOUR TURN](#)

FANCY CLOTHES



Move and sneak through any districts with police

- Does not require an action die

[USE DURING YOUR TURN](#)

FANCY CLOTHES



Move and sneak through any districts with police

- Does not require an action die

[USE DURING YOUR TURN](#)



All groups of riot cops advance into adjacent

PRISONERS DISTRICTS

ORANGE

Riot cops in clashes do not advance



All groups of riot cops advance into adjacent

STUDENTS DISTRICTS

PURPLE

Riot cops in clashes do not advance

ID Priority: HIGHEST



All groups of riot cops advance into adjacent

PUBLIC DISTRICTS

GRAY

Riot cops in clashes do not advance

ID Priority: LOWEST



All groups of riot cops advance into adjacent

STUDENTS DISTRICTS

PURPLE

Riot cops in clashes do not advance

ID Priority: HIGHEST



All groups of riot cops advance into adjacent

PUBLIC DISTRICTS

GRAY

Riot cops in clashes do not advance

ID Priority: HIGHEST



All groups of riot cops advance into adjacent

NEIGHBORS DISTRICTS

GREEN

Riot cops in clashes do not advance

ID Priority: LOWEST



All groups of riot cops advance into adjacent

WORKERS DISTRICTS

YELLOW

Riot cops in clashes do not advance

ID Priority: HIGHEST



All groups of riot cops advance into adjacent

NEIGHBORS DISTRICTS

GREEN

Riot cops in clashes do not advance

ID Priority: HIGHEST



All groups of riot cops advance into adjacent

WORKERS DISTRICTS

YELLOW

Riot cops in clashes do not advance

ID Priority: LOWEST



All groups of riot cops advance into adjacent

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ORANGE

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All groups of riot cops advance into adjacent

PUBLIC DISTRICTS

GRAY

Riot cops in clashes do not advance

ID Priority: LOWEST

THE COUNTER-INSURRECTION

POLICE OPS



THE COUNTER-INSURRECTION

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THE COUNTER-INSURRECTION

POLICE OPS





PARAMILITARY OPERATIONS

- +1 police morale
- All groups of riot cops advance into adjacent districts with the highest police ID. Riot cops in clashes do not advance



COMMERCIAL DISTRICTS

GRAY

All groups of riot cops advance into adjacent

Riot cops in clashes do not advance



COMMERCIAL DISTRICTS

GRAY

All groups of riot cops advance into adjacent

Riot cops in clashes do not advance



STATE DISTRICTS

WHITE ★

All groups of riot cops advance into adjacent

Riot cops in clashes do not advance



STATE DISTRICTS

WHITE ★

All groups of riot cops advance into adjacent

Riot cops in clashes do not advance



SWAT RAIDS

- All groups of riot cops advance into adjacent districts with the highest police ID. Riot cops in clashes do not advance



SWAT RAIDS

- All groups of riot cops advance into adjacent districts with the highest police ID. Riot cops in clashes do not advance



REACTIONARY MOBS

- All groups of riot cops advance into adjacent districts with the lowest police ID. Riot cops in clashes do not advance



PARAMILITARY OPERATIONS

- +1 police morale
- All groups of riot cops advance into adjacent districts with the highest police ID. Riot cops in clashes do not advance



PARAMILITARY OPERATIONS

- +1 police morale
- All groups of riot cops advance into adjacent districts with the highest police ID. Riot cops in clashes do not advance



THE COUNTER-INSURRECTION

POLICE OPS



THE COUNTER-INSURRECTION

POLICE OPS



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THE COUNTER-INSURRECTION

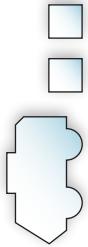
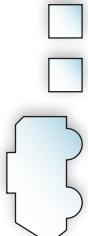
POLICE OPS



THE COUNTER-INSURRECTION

POLICE OPS





HEAVY REINFORCEMENTS

- +1 police morale
- All riot vans deploy 2 riot cops

ID Priority: HIGHEST

LIGHT REINFORCEMENTS

- All riot vans deploy 1 riot cop

ID Priority: LOWEST

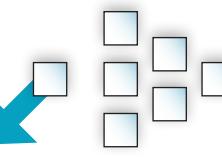
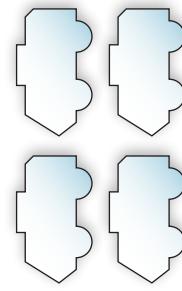
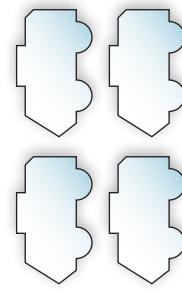
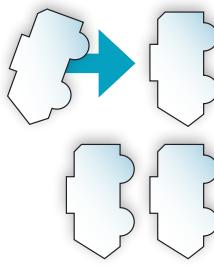
HEAVY REINFORCEMENTS

- All riot vans deploy 1 riot cop

ID Priority: LOWEST

LIGHT REINFORCEMENTS

- All riot vans deploy 1 riot cop



EMERGENCY REINFORCEMENTS

- If there are less than 4 riot vans in the city:
 - Deploy 1 riot van to the district with the highest police ID that has at least 1 riot cop. No more than 1 van per district
 - Deploy 1 riot cop but no riot van at least 1 riot cop per district

ID Priority: HIGHEST

MANEUVERS

- Reposition all riot vans to the districts with the highest police IDs that have at least 1 riot cop. No more than 1 van per district

ID Priority: HIGHEST

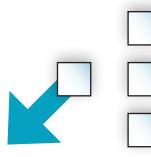
MANEUVERS

- Reposition all riot vans to the districts with the highest police IDs that have at least 1 riot cop. No more than 1 van per district

ID Priority: HIGHEST

STRATEGIC ROTATION

- +1 police morale
- All groups of riot cops reduce down to 6 max per district. Extra riot cops return to the staging area



TACTICAL RETREAT

- +1 police morale
- 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



THE COUNTER-INSURRECTION

POLICE OPS



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VANGUARDIST

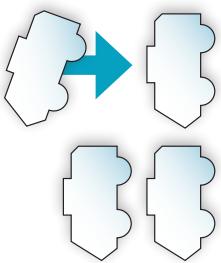


- OPTION 1: WIN ALONE**
- The insurrection is **not** successful
 - You have occupations in at least 2 State districts
 - You have occupations in at least 1 Public district



METRO LOCKDOWN

- 4 riot vans in the city:**
- Deploy 1 riot van to the district with the highest police ID that has at least 1 riot cop but no riot van
- ID Priority: HIGHEST**



EMERGENCY REINFORCEMENTS

If there are less than

4 riot vans in the city:

- Deploy 1 riot van to the district with the highest police ID that has at least 1 riot cop but no riot van



CHIEF OF POLICE FIRED

- All factions are barred from using the metro for 24 hours
- Place this card in front of the faction to your left and discard at the end of their next turn
- Shuffle all other police ops cards into a new deck
- Then place this card as the first in the discard pile

YOUR FACTION AIMS TO SEIZE POWER DURING THE INSURRECTION

VANGUARDIST



- OPTION 1: WIN ALONE**
- The insurrection is **not** successful
 - You have occupations in at least 2 State districts
 - You have occupations in at least 1 Public district



METRO LOCKDOWN

- 4 riot vans in the city:**
- Deploy 1 riot van to the district with the highest police ID that has at least 1 riot cop but no riot van



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YOUR FACTION AIMS TO SEIZE POWER DURING THE INSURRECTION

SOCIAL

SECTARIAN

- OPTION 1: WIN ALONE**
- The insurrection is **not** successful
 - You have occupations in at least 2 State districts
 - You have occupations in at least 1 Public district
 - You have these loot cards:
2 Groceries

- OPTION 1: WIN COOPERATIVELY**
- The insurrection is successful
 - You have occupations in all of your faction's districts
 - You have these loot cards:
1 Groceries & 1 Molotovs

- OPTION 2: WIN COOPERATIVELY**
- The insurrection is successful
 - You have occupations in at least 1 Public district
 - You have these loot cards:
1 Groceries & 1 Molotovs

- OPTION 2: WIN COOPERATIVELY**
- The insurrection is successful
 - At least 6 shopping centers are burned
 - At least 4 districts are liberated

YOUR FACTION IS SPLIT BETWEEN VANGUARDIST & SOCIAL AGENDAS

YOUR FACTION IS IN SOLIDARITY WITH ALL OTHER SOCIAL Factions

SECTARIAN

- OPTION 1: WIN ALONE**
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 - You have occupations in all of your faction's districts
 - You have these loot cards:
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- OPTION 2: WIN COOPERATIVELY**
- The insurrection is successful
 - You have occupations in at least 1 Public district
 - You have these loot cards:
1 Groceries & 1 Molotovs

- OPTION 2: WIN COOPERATIVELY**
- The insurrection is successful
 - At least 6 shopping centers are burned
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 - You have these loot cards:
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- OPTION 2: WIN COOPERATIVELY**
- The insurrection is successful
 - You have occupations in at least 1 Public district
 - You have these loot cards:
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 - You have occupations in all of your faction's districts
 - You have these loot cards:
1 Groceries & 1 Molotovs

- OPTION 2: WIN COOPERATIVELY**
- The insurrection is successful
 - You have occupations in at least 1 Public district
 - You have these loot cards:
1 Groceries & 1 Molotovs

- OPTION 2: WIN COOPERATIVELY**
- The insurrection is successful
 - At least 6 shopping centers are burned
 - At least 4 districts are liberated

YOUR FACTION IS SPLIT BETWEEN VANGUARDIST & SOCIAL AGENDAS

YOUR FACTION IS IN SOLIDARITY WITH ALL OTHER SOCIAL Factions

SECTARIAN

USE SECURITY CULTURE:
FOR YOUR EYES ONLY

AGENDA

FACTION



AGENDA

FACTION



AGENDA

FACTION



AGENDA

FACTION



AGENDA

FACTION



USE SECURITY CULTURE:
FOR YOUR EYES ONLY

THE COUNTER-INSURRECTION

THE COUNTER-INSURRECTION

THE COUNTER-INSURRECTION

THE COUNTER-INSURRECTION

AGENDA

FACTION



POLICE OPS



POLICE OPS



POLICE OPS



POLICE OPS



SOCIAL

SOCIAL

NIHILIST

OPTION 1: WIN COOPERATIVELY

- The insurrection is successful
- You have occupations in all of your faction's districts
- At least 4 districts are liberated
- You have these loot cards:
1 Groceries & 1 Molotovs

OPTION 2: WIN COOPERATIVELY

- The insurrection is successful
- No more than 20 riot cops are left in the city
- You have these loot cards:
1 Groceries & 1 Molotovs

YOUR FACTION IS IN SOLIDARITY
WITH ALL OTHER SOCIAL FACTIONS

OPTION 1: WIN COOPERATIVELY

- The insurrection is successful
- You have at least 8 blocs in the city
- You have these loot cards:
1 Groceries & 1 Molotovs

OPTION 2: WIN COOPERATIVELY

- The insurrection is successful
- At least 6 shopping centers are burned
- You have these loot cards:
1 Groceries & 1 Molotovs

YOUR FACTION IS IN SOLIDARITY
WITH ALL OTHER SOCIAL FACTIONS

OPTION 1: WIN ALONE

- The insurrection is not successful
- At least 8 shopping centers are burned
- You have these loot cards:
2 Molotovs

OPTION 2: WIN ALONE

- The insurrection is not successful
- At least 8 shopping centers are burned
- You have these loot cards:
No more than 15 riot cops are left in the city

YOUR FACTION IS INTENT ON THE
NEGATION OF EVERYTHING

AGENDA

FACTION



USE SECURITY CULTURE:
FOR YOUR EYES ONLY

AGENDA

FACTION



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