



THE INSURRECTION GAME

DO NOT PRINT THIS PAGE

LETTER SIZE

Print & Play Instructions

Police Ops, Loot & Agenda Cards

- **Paper:** 8.5 x 11" heavy card stock or cover stock
- **Quantity:** 9 sheets, doublesided
- **Printing:** CMYK Color or Black only on both sides
- **Notes:** Cards are imposed 12 up on each page in a 4 x 3 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 12 cards per sheet, each card should be close to 2.125 x 3.667". 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

Bloc by Bloc: The Insurrection Game by Out of Order Games
is licensed under a Creative Commons Attribution-
NonCommercial-ShareAlike 4.0 International License.



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY

MOLOTOVS



+2

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

USE DURING YOUR TURN

MOLOTOVS



+2

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

USE DURING YOUR TURN

MOLOTOVS



+2

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

USE DURING YOUR TURN

MOLOTOVS



+3

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

USE DURING YOUR TURN

MOLOTOVS



+3

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

USE DURING YOUR TURN

MOLOTOVS



+3

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

USE DURING YOUR TURN

MOLOTOVS



+3

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

USE DURING YOUR TURN

MOLOTOVS



+3

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

USE DURING YOUR TURN

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



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



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



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



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

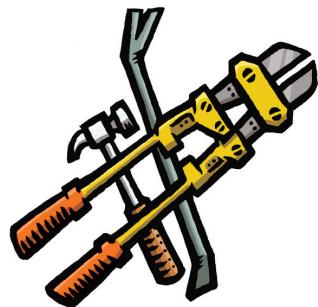
USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY

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

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc when liberating a district

USE DURING DISTRICT LIBERATION



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY

GROCERIES



Counts as 1 extra bloc
when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc
when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc
when liberating a district

USE DURING DISTRICT LIBERATION

GROCERIES



Counts as 1 extra bloc
when liberating a district

USE DURING DISTRICT LIBERATION

FURNITURE



Build 1 barricade

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

USE DURING YOUR TURN

FURNITURE



Build 1 barricade

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

USE DURING YOUR TURN

FURNITURE



Build 1 barricade

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

USE DURING YOUR TURN

OLD TIRES



Build 2 barricades

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

USE DURING YOUR TURN

OLD TIRES



Build 2 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

MEDIC KIT



Protect 1 bloc from being
defeated by police

- Relocate saved bloc to
one of your occupations

USE DURING POLICE REPRESSION

MEDIC KIT



Protect 1 bloc from being
defeated by police

- Relocate saved bloc to
one of your occupations

USE DURING POLICE REPRESSION



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY

GAS MASK



Protect 1 bloc from being defeated by police

USE DURING POLICE REPRESSION

GAS MASK



Protect 1 bloc from being defeated by police

USE DURING POLICE REPRESSION

FANCY CLOTHES



Move and sneak through any districts with police

- Does not require an action die
- May be used to escape a clash

USE DURING YOUR TURN

FANCY CLOTHES



Move and sneak through any districts with police

- Does not require an action die
- May be used to escape a clash

USE DURING YOUR TURN

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

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

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
- Cannot be used by blocs in a clash

USE DURING YOUR TURN



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



LOOT
AKA: POPULAR
EXPROPRIATION

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



All groups of riot cops advance into adjacent

NEIGHBORS DISTRICTS

GREEN

Riot cops in clashes do not advance



All groups of riot cops advance into adjacent

NEIGHBORS DISTRICTS

GREEN

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



All groups of riot cops advance into adjacent

STUDENTS DISTRICTS

PURPLE

Riot cops in clashes do not advance



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

PRISONERS DISTRICTS

ORANGE

Riot cops in clashes do not advance



All groups of riot cops advance into adjacent

WORKERS DISTRICTS

YELLOW

Riot cops in clashes do not advance



All groups of riot cops advance into adjacent

WORKERS DISTRICTS

YELLOW

Riot cops in clashes do not advance



All groups of riot cops advance into adjacent

PUBLIC DISTRICTS

GRAY

Riot cops in clashes do not advance



All groups of riot cops advance into adjacent

PUBLIC DISTRICTS

GRAY

Riot cops in clashes do not advance



All groups of riot cops advance into adjacent

STATE DISTRICTS

WHITE

Riot cops in clashes do not advance



All groups of riot cops advance into adjacent

STATE DISTRICTS

WHITE

Riot cops in clashes do not advance





**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



RIOT COP MOVEMENT

All groups of riot cops advance into adjacent

COMMERCIAL DISTRICTS

GRAY

Riot cops in clashes do not advance



RIOT COP MOVEMENT

All groups of riot cops advance into adjacent

COMMERCIAL DISTRICTS

GRAY

Riot cops in clashes do not advance



RIOT COP MOVEMENT

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



RIOT COP MOVEMENT

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

REACTIONARY MOBS

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

SWAT RAID

- All groups of riot cops advance into adjacent districts with occupations. Riot cops in clashes do not advance

SWAT RAID

- All groups of riot cops advance into adjacent districts with occupations. Riot cops in clashes do not advance



HEAVY REINFORCEMENTS

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

HEAVY REINFORCEMENTS

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

LIGHT REINFORCEMENTS

- All riot vans deploy 1 riot cop

LIGHT REINFORCEMENTS

- All riot vans deploy 1 riot cop





**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



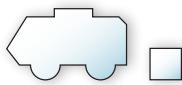
**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



LIGHT REINFORCEMENTS

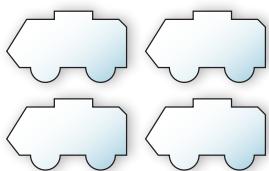
- All riot vans deploy 1 riot cop

Priority: LOWEST



TACTICAL RETREAT

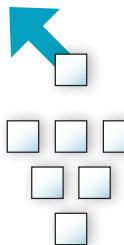
- +1 police morale
- All solo riot cops return to the staging area. Solo riot cops in the same districts as riot vans or in clashes hold their position



MANEUVERS

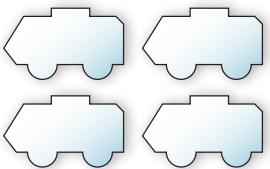
- Reposition all riot vans to the districts with the highest police IDs that have at least 1 riot cop. No more than 1 van per district

Priority: HIGHEST



STRATEGIC ROTATION

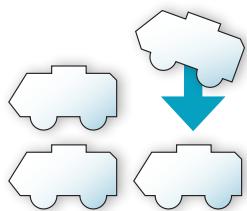
- +1 police morale
- All groups of riot cops reduce down to 6 max per district. Extra riot cops return to the staging area



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

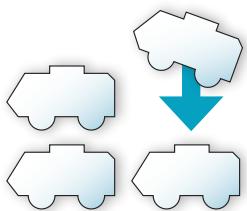
Priority: HIGHEST



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



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



METRO LOCKDOWN

- 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



METRO LOCKDOWN

- 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



CHIEF OF POLICE FIRED

- Shuffle all other police ops cards into a new deck
- Then place this card as the first in the discard pile

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

OPTION 2: WIN ALONE

- The insurrection is **not** successful
- You have occupations in at least 2 State districts
- You have these loot cards:
2 Groceries

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

OPTION 2: WIN COOPERATIVELY

- The insurrection is successful
- You have occupations in at least 1 State district
- You have these loot cards:
1 Groceries & 1 Molotovs

YOUR FACTION AIMS TO SEIZE POWER DURING THE INSURRECTION

YOUR FACTION IS SPLIT BETWEEN VANGUARDIST & SOCIAL AGENDAS



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION



**FACTION
AGENDA**

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



**FACTION
AGENDA**

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



**POLICE
OPS**

THE COUNTER-INSURRECTION



**POLICE
OPS**

THE COUNTER-INSURRECTION

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

OPTION 2: WIN COOPERATIVELY

- The insurrection is successful
- You have occupations in at least 1 State district
- At least 4 districts are liberated

YOUR FACTION IS SPLIT BETWEEN VANGUARDIST & SOCIAL AGENDAS

SECTARIAN

OPTION 1: WIN ALONE

- The insurrection is **not** successful
- You have occupations in at least 2 State districts
- You have these loot cards: 2 Groceries

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

YOUR FACTION IS SPLIT BETWEEN VANGUARDIST & SOCIAL AGENDAS

SECTARIAN

OPTION 1: WIN ALONE

- The insurrection is **not** successful
- You have occupations in at least 2 State districts
- You have these loot cards: 2 Groceries

OPTION 2: WIN COOPERATIVELY

- The insurrection is successful
- You have occupations in at least 1 Public district
- At least 4 districts are liberated

YOUR FACTION IS SPLIT BETWEEN VANGUARDIST & SOCIAL AGENDAS

SOCIAL

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
- At least 6 shopping centers are burned
- At least 4 districts are liberated

YOUR FACTION IS IN SOLIDARITY WITH ALL OTHER SOCIAL FACTIONS

SOCIAL

OPTION 1: WIN COOPERATIVELY

- The insurrection is successful
- You have occupations in all of your faction's districts
- At least 4 districts are liberated

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

SOCIAL

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
- No more than 20 riot cops are left in the city
- At least 4 districts are liberated

YOUR FACTION IS IN SOLIDARITY WITH ALL OTHER SOCIAL FACTIONS

SOCIAL

OPTION 1: WIN COOPERATIVELY

- The insurrection is successful
- You have at least 8 blocs in the city
- At least 4 districts are liberated

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

NIHILIST

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
- No more than 15 riot cops are left in the city

YOUR FACTION IS INTENT ON THE NEGATION OF EVERYTHING



FACTION
AGENDA

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



FACTION
AGENDA

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



FACTION
AGENDA

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



FACTION
AGENDA

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



FACTION
AGENDA

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



FACTION
AGENDA

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



FACTION
AGENDA

USE SECURITY CULTURE:
FOR YOUR EYES ONLY



FACTION
AGENDA

USE SECURITY CULTURE:
FOR YOUR EYES ONLY