




UNIT / OPS CARD FUNCTIONS


Move Only fighters may move. 1 ops moves up to all fighters from one district to adjacent district. A fighter may move multiple times. Can move multiple fighters.


Open Attack Play 3+ ops to Disable Soviet unit. Reveal insurgent if it was hidden. **Must not be** . Gain Momentum. Soviet may counterattack (roll die vs. Readiness).


Help Civilians Flee Play cards with ops = 6 minus # insurgents in district (must play at least 1 card); remove civilian and place face down in *Austrian* border box.


Ambush  Requires both hidden unit with icon and cards with 3+ ops (at least 1 card with icon) to disable Soviet unit. Gain Momentum. Soviet may **not** counterattack. Reveal hidden unit after Ambush.

Build Barricade  Requires both hidden unit with icon and cards with ops = 1 + # active Regiments in district (at least 1 card with icon). Reveal unit and place 1 Barricade. Maximum 1 Barricade in district. **(If Rubble present flip it instead to make Barricade 1 ops cheaper (minimum 1).)**


Counter-attack  Requires both unit with icon and cards with 3+ ops (at least 1 card with icon). Disable attacking Regiment. Reveal unit if hidden. No Momentum; draw 1 card instead.

Bystander  May not Attack. If killed in Assault: -1 Prestige.

Defy Play any card to reveal 1 hidden insurgent in any district. Decrease Readiness. Gain Momentum equal to ops -1 if:
 - Insurgent has  icon;
 - **And** district has Rubble/ Barricade;
 - **And** at least 1 Active Regiment in district.

Medic  Play any card, reveal unit(s) with icon and for each ops: remove 1 Wound or hide 1 unit. Medic cannot heal itself.

MORALE ADJUSTMENT


Effect	Circumstance
-1	For every 2 Revolutionary units killed/arrested this turn (round down)
-1	For every 3 Garrisons not Disabled or Blocked  (round down)
+1	For every 3 Disabled Garrisons (round down)

ROUND SEQUENCE

Draw Phase & Tactics Phase

- Revolutionary draws cards from deck
 - 1 player:** 12 if Morale 19+, else 8. Limit of 12 cards in hand.
 - 2 player:** 7 each if Morale 19+, else 5. Limit of 8 cards in hand.
- Soviet player selects Tactics Cards: 6 minus # unavailable cards, plus optionally 1 leftover card.
 - Reveal Headline Card.**



Reinforcement Phase (skip in first round)

Enter reinforcements: play 1 card with , draw # of units = ops. Place in districts with insurgent or no Garrison.

Operations Phase

- Each Revolutionary turn followed by a Soviet turn: may pass, must pass when out of cards, and when all pass, end Phase.
- Up to 3 Revolutionary Cards/ 2 Tactics Cards per turn.

Adjustment Phase

- Execute Headline Card penalty if applicable.
- 1 Prestige for every 2 Momentum tokens (round down), -1 Readiness. End game if: Prestige = 0; end of Turn 10; all **(non-)** Revolutionary units killed or arrested; Surrender (6 or fewer armed **(non-)** insurgents left).
- Adjust Morale. Surrender if: Morale = 0.
- Soviet may keep 1 unplayed Tactics Card; 1 random Tactics Card for every 3 Disabled units (round down) from remainder becomes unavailable; recover Disabled units; advance Round marker.

Clean-up Phase

Hide insurgent units **(optional)**, remove units from killed/arrested box and tokens from Momentum box (leave 1 if odd number in box).