






## TACTICS CARD OPTIONS


(Play up to 2 cards per turn in Operations Phase. Apply to units in 1 divisional sector only. Disabled Regiments cannot take any options except have Rally played on them.)


**Move**  May not leave sector or re-enter Staging Area.  
**Pinning rule:** Must stop for turn on entering district with Barricade, Rubble, or revealed insurgents.


**Recon**  Reveal 1 hidden insurgent. No Recon in Night turn. +1 Readiness (total) if any insurgents revealed by Recon in turn.


**Probe**  May not Probe in district with a Barricade. Revolutionary may counterattack.


**Assault**  No Assault in Night turn. Revolutionary may counterattack. -1 Prestige if Assault killed a 

**Clear**  Remove 1 Barricade/Rubble token in district with Regiment.


**Garrison**  Place a Garrison in district with objective and a Regiment. Only 1 Garrison per district.

**Rally**  Restore Disabled unit to Active state, anywhere in sector. May not do after Revolutionary has passed.

**Arrest**  Remove 1 civilian in district with Regiment. May not do if any revealed insurgents in district. -1 Readiness.

**Resolve Headline**  Play card to resolve Headline Card any time conditions met, for +1 Prestige. Card does not count against 2-card limit. May immediately perform 1 action of type that has already been done this turn.

## 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 
+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  Revolutionary units killed or arrested; Surrender (6 or fewer armed  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; remove units from killed/arrested box and tokens from Momentum box (leave 1 if odd number in box).

## ATTACK TYPES

**Probe:** draw card for probe value (use night value if Night turn).

- Not available if Barricade in district.
- 1 value if Rubble in district.
- Place Rubble if unmodified value is 3+.

**Assault:** draw card for assault value.

- 1 value if Rubble/Barricade in district.
- Cannot be taken at Night.
- Last action a Regiment can take on a turn.
- 1 Prestige if killed a 
- Place Rubble if unmodified value is 3+.

**Soviet Counterattack:** Roll die and compare to Readiness.

- If roll+3 equal or less than Readiness: Kill and decrease Readiness.
- Else if roll equal or less than Readiness: 1 hit and decrease Readiness.
- Else increase Readiness.

Each point of attack value: **wound** an insurgent or **kill** a wounded insurgent.