

REDS 49

- ✓ Phase I and 1d6 > Active Reds on map AND
- ✓ No Admin without Reds?

Activism (8.3.2)

- Unless Lim Cmd, flip enemies
 - a player's Cells
 - b last Active Senate
- Activate above rolled 1d6 of Reds
 - a lone Reds Cell
 - b last at Active Opp

FOREIGN RELATIONS ✓ Phase I and Russia Vassal 2?

- If [] [], Russia Vassal +1

PREPARE Max 1 Sabotage per each Senate Train.

- Place Sabotage at Senate Train a Town border
- Place Prepared in Town a ≈ Helsinki

REDS 50

- ✓ Phase II AND
- ✓ No Admin without Reds?

Activism (8.3.3)

- If last Campaign, Oppose + Admins 12+ and Polarization < 8: remove Reds until Polarization + Russia Vassal ≈ 5 (add no Senate Control at Opp)
- Unless Lim Cmd, flip enemies a player's Cells
 - b last Active Senate
- Agitate: in one space with Admin a Town
 - b least Opp
- If 1d6 > Active Reds on map, Activate that roll of Reds
 - a At Opp last
- In any Campaign conduct 1

PREPARE Max 1 Sabotage per each Senate Train.

- Place Sabotage at Senate Train a Town border
- Place Prepared in Town a ≈ Helsinki

REDS 53

- ✓ Phase II AND
- ✓ No Admin without Reds?

March (8.3.6) from Provinces only. Leave 1, Active first. Lose no Reds Control at 1+ Pop.

- From 2+ Germans and no Admin
- From Sup, no Active Reds and no Admin
- To add Reds Control at 1+ Pop a most Pop
 - b least Opp
- If 4+, to remove Senate Town Pop Control
 - a most Pop

PREPARE Max 1 Sabotage per each Senate Train.

- Place Sabotage at Senate Train a Town border
- Place Prepared in Town a ≈ Helsinki

MODERATES 62

- ✓ Phase I AND 5+ Moderates OR Personality on map?

Message (8.5.3) with up to 3 Cells. Never last 3 from Personality, last 2 from Network, last 3 where no Network yet. With lone cell first, Active first.

- Get exactly
 - 1 3 Mods to Personality
 - 2 2 Mods to Network
- If Mods in 1 Town only, move Cell to 2nd Town
- If Network Available, get 3 Mods to Town w/o Network a most Mods already
- Remove Control at 1+ Pop (add no Control at 1+ Pop)

DIALOGUE

- If Opp + Admins 10+ OR Senate Town Pop 4+, remove Opp or Control a player
- Replace enemy a at Personality or Network
 - b in Town
- Remove Active Opp or Active Sup
 - a at Personality or Network

PUBLISH 1 To earn max Resources

SENATE 54

- ✓ Phase I AND
- ✓ Senate Cells Available?

Rally (8.4.1) in up to 3 spaces.

- Place Cells:
 - If [] [], in 1 space with Senate and enemy
 - Add Senate Control in 1 space with 1+ Pop
 - a where Sup
 - Add Senate Control in 1 space with 0 Pop a Mikkeili
 - Where Senate < 3 and Sup
 - Where Senate already
 - Random

FOREIGN RELATIONS ✓ German Vassal 3+?

- If German Vassal 4+, German Vassal -1
- If German Vassal 3 and [] [], German Vassal -1

PREPARE Max 1 Sabotage per each Senate Train.

- Remove Sabotage ≈ Senate Train
- Place Prepared in Town a ≈ Helsinki

SENATE 55

- ✓ Phase II AND
- ✓ Senate Cells Available?

Rally (8.4.2) in up to 3 spaces.

- Place Cells:
 - Add Senate Control at 1+ Pop a Town
 - At each Senate Capability a ≈ Reds
 - At 2 largest Senate groups a ≈ Reds
 - Random 1+ Pop

CRACKDOWN 1 Remove most Opp able

FOREIGN RELATIONS ✓ German Vassal 3+?

- If German Vassal 4+, German Vassal -1
- If German Vassal 3 and [] [], German Vassal -1

SENATE 56

- ✓ Phase I AND 1d6 > Active Senate on map? OR
- ✓ Phase II AND Senate Town Pop 4+?

Activism (8.4.3)

- Unless Lim Cmd, flip enemies a player's
 - b last Active Reds
- Activate 1d6 of Senate a lone Senate b at Sup last
- If last Campaign, Senate Town Pop 4+ and Polarization < 8: remove Senate until Polarization + German Vassal ≈ 5 (lose no Senate Town Pop)

FOREIGN RELATIONS ✓ German Vassal 3+?

- If German Vassal 4+, German Vassal -1
- If German Vassal 3 and [] [], German Vassal -1

CRACKDOWN 1 Remove most Opp able

PREPARE

- Remove Sabotage ≈ Senate Train
- Place Prepared in Town a ≈ Helsinki

SENATE 59

- ✓ Phase II AND
- ✓ No 3+ Senate with Reds/Russians? OR
- ✓ No 4+ Senate with Train adjacent to Reds/Russians?

March (8.4.6) With groups of 3-5. Leave 1, Active first. Lose no Senate nor add enemy Town Control.

- Unless Lim Cmd, PREPARE (if no SA, Lim Cmd only)
- With 3+ Senate with Capability
- With 3+ Senate a largest group first
- To Control a Town a most Population
- ≈ To Town w/o Senate Control

PREPARE

- Remove Sabotage ≈ Senate Train

FOREIGN RELATIONS ✓ German Vassal 3+?

- If German Vassal 4+, German Vassal -1
- If German Vassal 3 and [] [], German Vassal -1