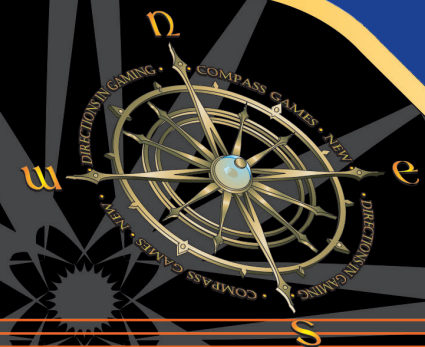


2040

AN AMERICAN INSURGENCY



Compass Games
New Directions in Gaming

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1.0 OVERVIEW

April 2040. The President, now in her third term, announces a major government effort to crack down on “trouble in the countryside.” The newly formed Federal Security Agency sends a convoy of agents into the Kentucky backcountry to seize a cache of stockpiled assault rifles. But when the convoy approaches Lexington, it encounters a roadblock. Pickup trucks filled with armed civilians sit astride the roadway. Determined to push through, the agent in command orders his convoy to stop and deploy. Agents take cover behind the SUVs. Angry shouts are exchanged. Tension rises. Then someone – nobody knows who – fires a shot. Both sides open up. People fall. The Second American Civil War has begun.

April 2040. The President, now in his third term, announces a major government effort to crack down on “trouble in the cities.” Protests erupt and crowds form in cities all across the country. In New York, a particularly enraged crowd threatens Wall Street. The newly formed Federal Security Agency goes in, setting up blockades to protect the Stock Exchange. Rocks and bottles fly. A Molotov cocktail destroys an FSA vehicle. Then shots ring out. People on both sides fall. The crowd erupts in righteous fury. It surges forward. As the barriers begin to break, the agents race to their SUVs, barely escaping with their lives. Within an hour, much of the financial district is in flames. The Second American Civil War has begun.

2040: An American Insurgency simulates a civil war in the United States in the mid-21st century. The game uses mechanics that will be familiar to players of COIN-style games. However, it adds new mechanics to deal with the internet and social media. Driven by these new communications technologies, the conflict provides interesting challenges and opportunities for both sides.

This is not a game about American politics. It does not take sides in any argument. The game’s only goal is to provide mechanics wherein a Rebel faction may fight against a Federal faction in 21st century America. Following standard wargaming practice, the government is blue and the rebels are red. No connection to current political colors is intended. However, the game does provide two scenarios. One involves a revolution of rural areas against urban areas; the other involves the cities rebelling against the countryside. Players may make of this what they will.

It is hoped that players will enjoy these scenarios but also, along the way, come to understand how very, very bad a real civil war would be.

2.0 HOW TO WIN

The board consists of city, suburban, and rural spaces that can be taken by either side. A space is in one of four states: Order / Anger / Defiance / Revolt. Each space in the game has a population value. Federals score Victory Points equal to the total population in Order spaces, plus the number of Federal Bases. Rebel VPs are total Revolt population, plus Rebel Bases.

Domination victory: The game ends at the end of a round if either player is at or above 35 VPs. The player with most VPs wins. If tied, the player with the Social Media edge wins. If the winner’s score is 10 or more points greater than the loser’s score, it is a Decisive Victory that ushers in an era of peace.

Endurance victory: The game ends if there are not enough cards to deal a new hand. The player with the most VPs wins.

Military victory: If either player has no pieces on the board, the opponent wins instantly.

3.0 GAME COMPONENTS

Components of the game include:

- Map board
- News Cycle Display card
- Player Aid Cards (2)
- Event cards (92)
- Story cards (20)
- Federal pieces
 - o **30 Agents.** This is a hard limit. The Federal side cannot have more than 30 agents on the map at one time.
 - o **9 Bases.** This is also a hard limit.

• Rebel pieces

o **30 Militia.** This is a hard limit. The Rebels cannot have more than 30 militia on the field at one time. The * side indicates an Active militia group. The non-* side indicates a sleeper cell. Militia are always in sleeper mode when first placed on the map.

o **9 Bases.** This is also a hard limit.

• Markers and counters

• 6-sided die and 20-sided die

4.0 SEQUENCE OF PLAY

The game is played in rounds, where each player has a hand of cards to play. The round has two phases, an Action Phase for card play and an Administration Phase for cleaning up. After the Administration Phase, the next round begins.

1. Action Phase

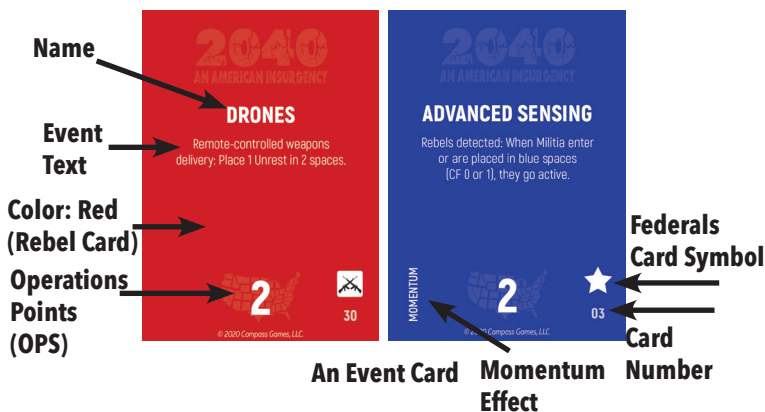
First the Rebel plays two cards from his hand. Then the Federal plays two cards from his hand. Continue back and forth until all cards are played.

2. Administration Phase

- Check for game end and victory
 - o Domination: One side has 35 or more VPs
 - o Endurance: Not enough cards to deal a new hand
- Give new funding to both sides.
 - o Federals receive \$2 for each base
 - o Rebels receive \$1 for each base
- In each space, remove 1 militia for every 3 (desertion)
- Set all militias to sleeper status (stars down)
- Set Reserves to 0
- Cycle the News (see 9.1)
- Deal new hands. The number of cards received by each player depends on their current level of resources (see 7.3.2).
 - \$21 - \$30: 9 cards
 - \$11 - \$20: 8 cards
 - \$0 - \$10: 7 cards

5.0 EVENT CARDS

2040 is a card-driven game. During the Action Phase, you play two cards from your hand, one after the other.



Each card has two possible uses: Operations or Event. When you play a card, choose one or the other.

1. Operations. The number in the bottom center gives the number of *operations points*, also known as “Ops,” that can be used for various standard operations, such as raising troops, fundraising, etc. Operations are explained below (10.0 Operations).

2. Events. The card also depicts an event. If you choose the event, you simply implement the effects as described on the card. The Golden Rule applies: Event effects take precedence over anything that is written in these rules. If the Event says X and the written rules say Y, implement X.

5.1. FRIENDLY, ENEMY, AND NEUTRAL EVENTS

Each event is either friendly, enemy, or neutral. Friendly events help you; enemy events help your enemy. Neutral events can help either player.

Blue cards, marked with a star in the bottom right corner, are friendly to the Federals and enemy to the Rebels. Red cards, marked with crossed assault rifles in the bottom right corner, are friendly to the Rebels and enemy to the Federals. Gray cards, with no markings in the bottom right corner, are neutral.

When you play a friendly or neutral card, you may choose to do the Ops or the Event.

When you play an enemy card, however, you must take the Ops, and *your opponent* gets the Event. You may decide whether the Ops or the Event goes first.

A key element of game strategy involves deciding when to play enemy cards.

5.2. MOMENTUM

An event indicated as “MOMENTUM” persists until a time specified in the event or, if none, the end of the game.

5.3. SCENARIO-SPECIFIC CARDS

Some cards are marked with the scenario, either #patriot or #resistance. Cards marked with a scenario are only used in the scenario indicated. They are not used in the other.

5.4. DISCARDS AND SOCIAL MEDIA

Generally, players must play every card in their hand. There are no discards, unless called for by a card event. However, the first time in each round that you use a card for the Social Media action (10.4.2 Social Media), you may ignore any enemy event.

In the internet age, social media campaigns can be used to ‘spin’ bad events, blunting their effects.

6.0 Story Cards

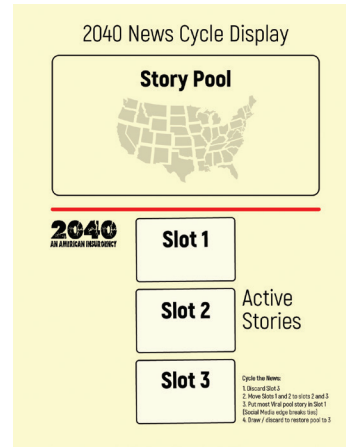


Story cards represent news stories that can make the rebellion more or less popular across the nation as a whole. A Story card has two factors: The Virality Factor (VF) on the left and the Rebellion Factor (RF) on the right. The Rebellion Factor contributes to rebellion power on the Rebellion Power Track.

The Virality Factor affects how rapidly the story comes to public notice. Stories with high VF are more likely to jump from the pool of unknown stories to mainstream attention, as explained below (9.1 Cycling the News).

The Rebellion Factor is how much the story adds to the Rebellion Power Track. If the number is high, it is better for the rebels (see 10.1 Internet Operations). If it is low, things are better for the federals. Note that high numbers (3,4) are red, low numbers (0,1) are blue, and 2 - the median number - is white.

6.1. NEWS CYCLE DISPLAY CARD



The News Cycle Display Card

This card has spaces for cards from the Story deck. The stories in the top area are called “the pool,” they represent news stories that are coming up but have not been noticed yet. The “Active Stories” area contains three stories arranged by age. The newest story is in Slot 1, the oldest in slot 3.

The timing of news stories, their virality, and their persistence in national attention, all effect the ability of rebel leaders to execute operations like fundraising and recruitment. See 10.1 Internet Operations

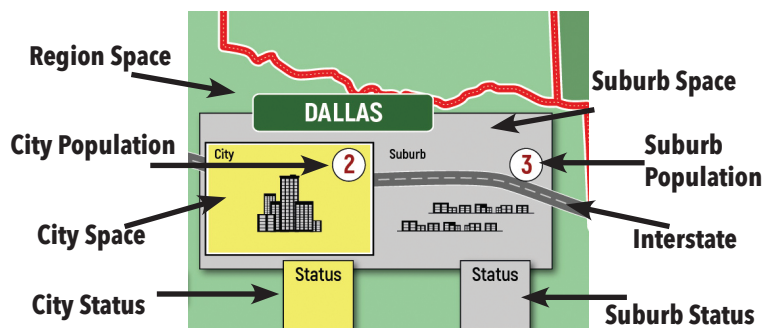
7.0 MAP BOARD

7.1. SPACES

The main part of the map consists of 9 regions, representing rural areas; 11 cities, representing urban areas; and 11 suburbs, representing the built-up areas that typically surround American cities. Interstate highways on the map are only used for movement. They are not spaces.

Cities and suburbs are different spaces, reflecting the fact that in America, cities and suburbs generally have a very different social, economic, and political character.

Illustration of Cities, Suburbs, and Regions



In these rules, city and suburban spaces are identified by the name of their metropolitan area: “New York city” identifies the city space of New York (in yellow), “New York suburb” identifies the outlying suburban space (in gray).

In all cases, the suburb space completely surrounds the corresponding city space. It is not possible to move from a region to a city or vice versa without passing through the suburb.

7.1.1. Features of spaces

Population. Each space has a Population number in a circle. A space’s population indicates its Victory Point value.

Stacking. A space can hold an unlimited number of military forces. However, a space can hold no more than two bases. This limit does not depend on the ownership of the base. A space may have two blue bases, two red, or one red and one blue, but no more.

Control. If one side has more pieces than the other, including bases, that side is said to *control* the space.

Terrain. Regions (not cities and suburbs) have a defined terrain type, such as Forest, Mountain, or Desert. Terrain can affect various card and operations mechanics.

Adjacent. A space is adjacent to another if they share a common boundary. Cities are adjacent to their corresponding suburbs but not to any surrounding region. Interstates are not space boundaries (nor are they spaces). State lines are not space boundaries and have no game effect.

Status. Each space has a square for placing a status marker. Status affects victory conditions as well as the *Control Factor (CF)*. The CF affects the mechanics of changing the space’s status, with higher numbers being better for the Rebels.

A space can be unmarked – with no marker – or it can be in one of four different conditions:

- **Order.** A space with a light blue marker is in Order. This is a peaceful space that is obeying the laws of the government. The space is *blue* and also counts for Federal VPs. Its control factor is 0.

- **Anger.** A space with a light blue marker is in Anger. People in this space are frustrated with the government but are not resisting its laws. Anger spaces count as blue spaces but do not count for Federal VPs. The control factor is 1.

- **Defiance.** A space with a light red marker is in Defiance. This space’s population resists the government in many ways, without openly rebelling. Defiance spaces are considered *red* spaces but do not count toward VPs. The control factor is 2.

- **Revolt.** A dark red marker indicates a Revolt space. The people here are in open, armed rebellion against the government. These are considered red spaces and their population counts toward the Rebel’s VP total. The control factor of a Revolt space is 3.

7.1.2. Testing spaces

If a space is unmarked, it will be *tested* the first time any operation or event targets the space for any reason. To test a space, roll the 6-sided die.

Test for Unmarked Spaces:

D6	Result
1-3	Anger (CF 1)
4-6	Defiance (CF 2)

7.1.3. Canada and Mexico

These are considered 0-population regions. Movement between Canada or Mexico and the US is prohibited unless allowed by a card effect. Stacking rules apply to both countries.

7.2. INTERSTATES

America is crisscrossed by highways known as *interstates*. Interstates affect how forces move. Note that interstates always go into the suburbs of a metropolitan area, and both through and around the central city.

American cities have ring highways that surround the urban core. It is always possible to travel through an American metropolitan area by staying in the suburbs, without entering the city proper. At the same time, it is never possible to get through a US metro area without encountering the suburbs. Furthermore, any movement to and from the city center must enter the suburbs. These features have strategic implications.

7.3. TRACKS

7.3.1. Social Media Track; Social Media Edge

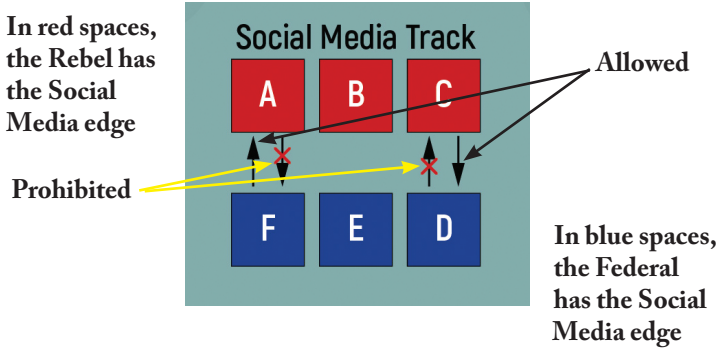
The Social Media track indicates which side currently has the Social Media edge. If the marker is in a red space, the Rebels have the edge. If it is in blue, the Federals have the edge. Social Media edge is the general tie breaker for all purposes. Social Media edge has a major effect on the Rebel’s internet operations, as explained below.

In the 21st century, all conflict lives online. Social media strategies have outsized influence.

In general, and as explained in more detail below (10.4.2 Social Media), movement on the social media track is from one space to another. However, there are restrictions on certain moves:

- Movement from space A to F is prohibited
- Movement from space D to C is prohibited

Illustration: Prohibited Moves on the Social Media Track



These mechanics make social media problems “sticky” and hard to reverse. In the internet age, a media advantage can vanish overnight but take weeks to restore.

7.3.2. Funding and Score Track

Use the markers for “Order Pop + Bases” and “Rebel Pop + Bases” to keep track of VPs. Use the “Resources” markers, blue and red, to keep track of resources.

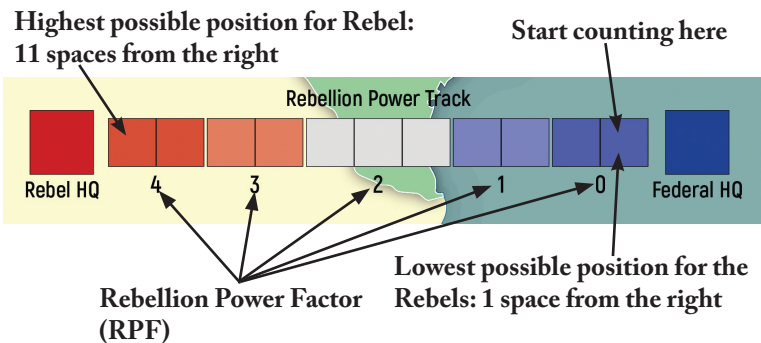
This track also indicates how many new cards a player gets at the end of a round:

- Resources 10 or below: 7 cards
- Resources from 11 to 20: 8 cards
- Resources 21 and above: 9 cards

7.3.3. Rebellion Power Track

The Rebellion Power Track has 11 spaces. The marker “Rebellion Power” indicates the current strength of the rebellion, counting from the RIGHT. The position on the track is determined by the current New Cycle (9.0).

Illustration: Counting Spaces on the Rebellion Power Track



- The position of the marker on the track determines the Rebellion Power Factor that is used during the Rebel’s Internet Operations (10.1)
- The rebellion is strongest when the marker is far to the left

- The rebellion is weakest when the marker is far to the right. Example: If the marker is in space 3, the RPF is 1, which is bad for the Rebels. If the marker is in space 10, the RPF is 4, which is good for the Rebels.

7.4. Other Board Elements

7.4.1. Random City, Suburb, or Region

Several mechanics require the rebel player to choose cities, suburbs, or regions and then select a random space of that type. Two tables for making this selection are printed on the map. Each table lists which city/suburb or region is selected for a given roll on the 20-sided die.

7.4.2. HQ Boxes

These represent each side’s information technology capabilities. They can be hacked (receiving a “Hacked” marker), and they can be protected from hacking (receiving a “Shield” marker). Hacking affects Rebellion Power (10.4.3 Hack).

7.4.3. Reserves

Each side can place up to 2 operations points in reserve (“Swiss bank accounts”). Keep track of the current reserve amounts using “Reserves” tracks on the map.

8.0 Game Pieces

8.1. MOBILE UNITS

Each side has military units. The Federals have blue markers called “Agents.” The Rebels have red markers called “Militia.”

Rebel markers have a star on one side. When the star is face down, the militia is hidden in *sleep* mode. When the star is face up, the militia is revealed in active mode. Active militia are easier for the Federals to eliminate. (see Hunt, 10.3.4).

The pieces that come with the game are a hard limit on the number that can be in play. However, players may remove pieces from the board at any time on their turn. A player who is placing a unit, but has no markers available, can instead use a marker that is already on the map.

The term “militia” reflects the historical American reliance on citizen-soldiers, represented in the Revolutionary War by farmers with muskets. The “agents” represent a hypothetical future government entity, the Federal Security Agency. No such agency actually exists. We assume that the government creates a new agency for the specific task of counter-insurgency.

8.2. BASES

Each side has bases, represented by red and blue “Base” markers. Once placed, bases cannot be moved. Base count for VPs and they also contribute resources at the end of every round (see 4.0 sequence of play).

There can be no more than 2 total bases in a space, counting both Federals and Rebels.

The number of base markers is a hard limit on the number of bases each side may have in play. As with units, players can remove a base at any time and use the marker to place a new base in another location.

9.0 The News

In 2040, the effects of media are expressed by the Story cards on the News Cycle display. The display has three slots for Active News. Each slot is numbered. Slot 1 is the newest story, the one that has come to public attention most recently. Slot 3 is the oldest story; it has been around awhile and will soon be forgotten.

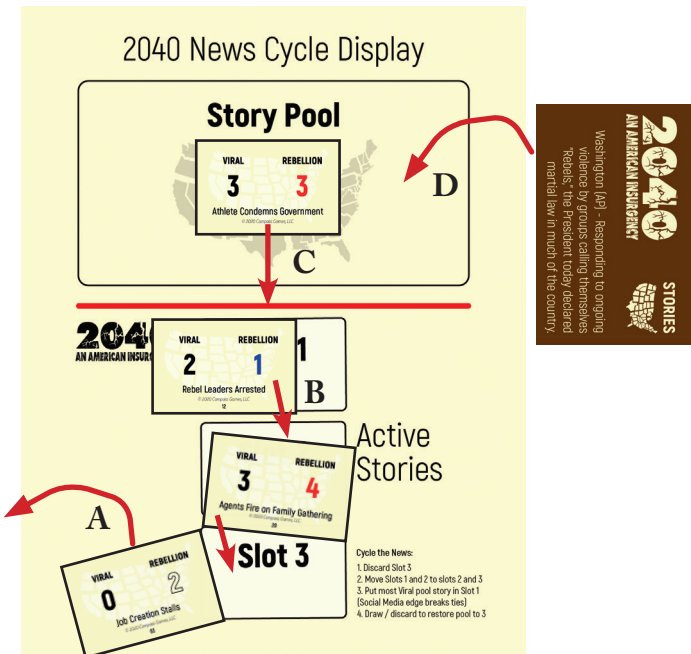
9.1. CYCLING THE NEWS

Various operations and card mechanics call for “cycling the news.” Use the following procedure:

Discard the Story card in Slot 3. Move the Story Card in Slot 2 to Slot 3, and Slot 1 to Slot 2.

Slot 1 is now open. Review the cards in the Pool space and select the card with the highest Virality Factor. Place this card in Slot 1. If two or more cards have the same VF, the player with the Social Media Edge (7.3.1) decides which card goes forward.

Finally, draw or discard Story cards until the Story Pool contains exactly three stories. If cards are removed, the player with Social Media Edge decides which pool stories are discarded.



Cycling the News:
Steps A - D

Illustration: Cycling the News

- A. Discard story in Slot 3**
- B. Move stories in slots 1 and 2 to slots 2 and 3**
- C. Select Pool story with highest Virality Factor and move to Slot 1.**
- D. Draw new cards until Story Pool has 3 stories. Or, discard them down to 3.**

9.2 NEWS AND REBELLION POWER

The stories in Slots 1-3, the “active news,” determine the status of the Rebellion Power track.

Illustration: Active Stories and the Rebellion Power Track

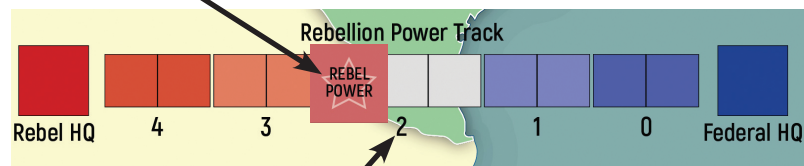
Procedure: Add the Rebellion Factor of the stories in Slots 1-3. Starting from the RIGHT, move the Rebellion Power marker that number of spaces to the left. The resulting space indicates the Rebellion Power Factor (RPF), which plays a central role in rebel internet operations, as explained in Section 10.1.

Whenever the stories in slots 1-3 change, update the Rebellion Power Track immediately.

Active Stories: Sum of Rebellion Factors = 7



Marker: 7 spaces from the right



Resulting Rebellion Power Factor (RPF): 2

9.3. OTHER EFFECTS ON THE REBELLION POWER TRACK

Certain card and operations mechanics, such as Hacking and the Leader card, can also shift the Rebellion Power Track. These effects should be indicated by placing markers near the track. The status of the Rebellion Power Track should always be discoverable as the sum of Rebellion Factors on active news stories, plus the marked effects of operations and cards.

10.0 Operations

When an Event card is played for its Operations Point value (Ops), the player chooses one of the operations described below. The operations are also summarized on the Player Aid cards.

10.1. INTERNET OPERATIONS (NET OPS)

Several Rebel operations rely on internet operations, or “Net Ops.” When a mechanic says, “use Net Ops,” refer to these rules.

1. Determine the number of map spaces affected by the Net Ops: Add the Ops value of the card to the current Rebellion Power Factor (RPF). This is the Total Operations. The Rebel will affect this many spaces on the map.

2. Choose the space TYPE: The Rebel player chooses cities, suburbs, or regions. If the Rebel chooses regions, for example, all the spaces affected in this Net Op will be regions. The Rebel cannot mix different space types in the same Net Op.

3. Roll to select specific spaces. The Rebel now rolls on the corresponding table on the board: cities, suburbs, or regions. Note that cities and suburbs share the same table; the die roll selects a metropolitan area and the selected space is that area's city or suburb accordingly. The Rebel makes a number of rolls equal to the Total Operations, selecting a space of the same type each time. Note that spaces can be selected multiple times.

4. Apply the effect. In each space selected, there will be an effect, as described in the specific operation. If a space has been selected multiple times, apply the effect once for each time the space was selected.

10.1.1. Social Media and Net Ops

If the Rebel has the social media edge (the marker is in a red space), he may **choose** 1 space instead of rolling for it.

The chosen space must be of the same type (cities, suburbs, regions) as the rolled spaces.

The Net Ops procedure, thus, *selects* a number of spaces, all of the same type. A space can be selected multiple times. Some of the spaces are *rolled* and others *chosen*. All the selected spaces are *affected* by the mechanics of the operation in question (fundraising, recruiting, etc.).

Example: Rebel Felix wants to Recruit, which requires the Net Ops procedure. He has the Social Media Edge. He has a 2 Ops card and the current Rebellion Power Factor is 2; he will affect 4 spaces, rolling for 3 spaces and choosing 1. He selects Suburbs and makes his first roll on the Random City or Suburb table. The result is Denver; thus the first space he will affect is Denver Suburbs. He rolls two more times and gets Washington and Phoenix, affecting the suburbs of those two cities. Finally he chooses Seattle, affecting the suburbs there as well. Felix now performs the Recruit operation in each affected space.

10.1.2. Net Ops and Card Effects

Certain card effects can change how Net Ops works. In particular, the *Analytics* card allows the Rebel to select 2 spaces instead of 1 when the rebels have the social media edge.

The Net Ops mechanic reflects the unpredictability of operations in the internet age. Requests for funding and recruits that go out over the internet can land anywhere; the person sending the request does not know in advance where the money and recruits will come from. At the same time, savvy political operators can impose some targeting of the requests by tailoring the message to suit different populations and tastes. In the game this is represented by targeting cities, suburbs, and regions which, in America, have very different cultures. The ability to target is further enhanced by effective social media operations, which can exploit tight social networks to get messages to specific sets of eyes. This is represented in 2040 by the social media edge effect, allowing the Rebel to choose a specific space.

10.2. REBEL OPERATIONS

When the Rebel plays a card for its Ops value, he may choose any one of the following operations to conduct. He may select only one operation per card; he cannot split the card's Ops across different operations.

The Rebel may also choose one of the General Operations, which are available to both sides (10.4 General Operations). All operations are summarized on the Player Aid Card.

10.2.1. Fundraise

Purpose: Increase resources.

Procedure: Use the Net Ops procedure to select spaces. In red spaces (CF 2 or 3), gain \$2 per population. Nothing is gained from blue spaces.

Adjust the resource marker on the Score / Resource track accordingly. Total resources may not exceed \$30.

10.2.2. Recruit

Purpose: To put more militia and bases on the map.

Procedure: Use the Net Ops procedure to select spaces. Pay \$1 for each space rolled or chosen. Each selection must be paid for, even if a space is selected multiple times.

In each selected space, check the status. If it is **not** an Order space (CF 0), place 1 militia. If it is an Order space, do nothing. New militia are only placed in non-Order spaces (CF 1, 2, or 3).

Order spaces must be paid for, even though no militia is placed.

If there are friendly bases in a valid (non-Order) selected space, place one additional militia for each base.

Alternatively, instead of placing militia, the Rebel may instead remove 2 militia from a selected non-Order space and put down a base.

Note that the stock of pieces is a limit on how many pieces may be on the board at one time. If the stock is empty, the Rebel may remove pieces from other spaces on the map.

10.2.3. Unrest

Purpose: To change space status (Order → Anger → Defiance → Revolt).

Procedure: Use the Net Ops procedure to select spaces. Pay \$1 for each space rolled or chosen. Each selection must be paid for, even if a space is selected multiple times.

In each selected space, check the status. If it is **not** an Order space (CF 0), place 1 Unrest marker. If it is an Order space, do not place an Unrest marker. Order spaces must be paid for, even though no Unrest is placed there.

Then, **regardless of whether the space is Order or not**, check the total number of Unrest markers in the space. If the number of Unrest markers **exceeds** the CF of the space, the status shifts one level toward Revolt. Whenever such a shift occurs, remove all Unrest from the space and, if appropriate, adjust the VP markers.

Example: Felix the Rebel selects the Unrest operation. Unrest uses the Net Ops procedure. For the purposes of this example, assume that Cascadia is Order (CF 0) and has no Unrest. Midwest is also Order but has 1 Unrest (from an event earlier in the game). Mesa

is Defiance (CF 2) and already has 2 Unrest markers. Felix's card has 2 Ops, and the RPF is 1, so 3 spaces total will be affected. Felix does not have the social media edge and must therefore roll to select all 3 spaces. Felix pays \$3, then chooses Regions as the space type; all spaces affected will be Regions. Felix rolls 3 times and consults the regions table on the board, obtaining Cascadia, Midwest, and Mesa. Felix places no Unrest in Cascadia and Midwest, because both are Order; the Unrest operation does not affect Order spaces. Mesa, however gets an Unrest marker, and now it has 3. Next Felix compares the Unrest in each selected space to the CF in that space. Cascadia has CF 0 and no Unrest, so nothing happens. Midwest also has CF 0 but it has 1 Unrest, so it shifts to Anger (CF 1). Midwest has population 3, so the Federals lose 3 VPs. Mesa has 3 Unrest now, and its CF is 2, so it also shifts, to Revolt. Mesa has population 2, so the Rebels gain 2 VPs. All the Unrest markers in Mesa and Midwest are removed; whenever Unrest shifts a space, remove all Unrest in that space.

Important: Spaces may gain Unrest from card effects, but they do **not** change status via the card effect. Spaces only change status from Unrest if and when they are selected as part of the Rebel's Unrest action.

A space cannot have more than 3 Unrest. If a space is selected for Unrest and it already has 3, ignore the result. It must still be paid for, however.

Strategy hint: The Unrest mechanic is the main way for the Rebel player to gain VPs. It reflects the nature of agitation efforts in the internet age. Agitation media content is placed on the internet but it is not clear where that content will cause the populace to react. The content is unlikely to stir things up in areas that are satisfied with the government. However, if there is some unhappiness there for other reasons, agitating content might tip things over the edge. The overall effect of the Unrest mechanics is that the revolution "blooms" across the country in unpredictable ways. The Rebel's job is to take advantage of Unrest where it springs up.

10.2.4. Move

Purpose: To move militia from one space to another.

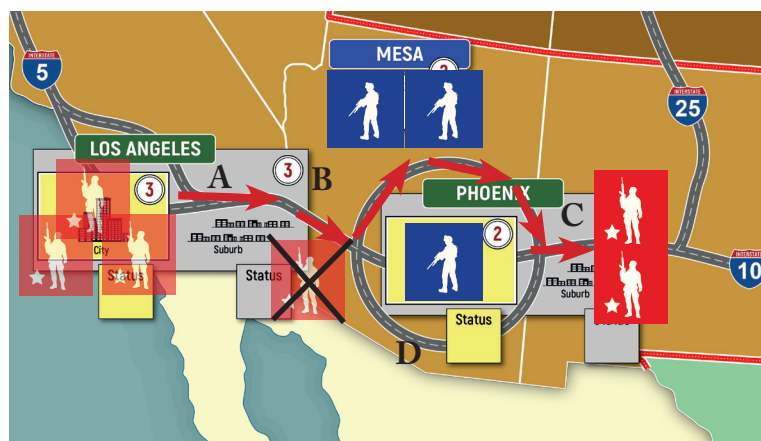
Procedure: Select a number of groups equal to the Ops value of the card. A *group* is defined as a set of militia that travels from 1 origin space to 1 destination space. Each group chooses one of two kinds of movement.

Adjacent movement. Move the group from its current space to an adjacent space. Note that the only adjacent space available to a city is the corresponding suburb. Suburbs are adjacent to their corresponding city as well as one or several neighboring regions. Adjacent movement is free, unless the destination space is Mountain. Adjacent movement to Mountain spaces costs \$1.

Interstate movement. Or, move the group from its current space onto an interstate that crosses or enters that space. Then trace a path along connected interstates to a destination space and place the group in that space. The path can be of any length. Note that interstates go around cities as well as through them. If the final space is a Mountain space, pay \$1.

Interstate movement is subject to additional penalties if the path goes through spaces with Federal agents. Each time the path enters a space with 1 or more agents, 1 militia is arrested and is removed from the group.

Illustration: Interstate Movement



The Rebel wants to move the militia units out of Los Angeles city. They can move to an adjacent space for free, but the only space adjacent to Los Angeles city is Los Angeles suburb. However, the Rebel prefers to have them in suburban Phoenix. To move to a non-adjacent space, he must use the interstate. The group "hops on" the interstate in Los Angeles city and travels along the path indicated to arrive in the Phoenix suburbs. The group enters 3 spaces: Suburban Los Angeles (A), the Mesa Region (B), and suburban Phoenix (C). There are Federal agents in Mesa, so 1 militia is eliminated, per 10.2.4; whenever a Rebel group enters a space with agents, it loses one militia. Two militia make it to suburban Phoenix, using the ring highway to avoid the city completely. If the group had gone into Phoenix city (D), it would have lost a second militia due to the agent in that space.

Movement summary: Select Ops groups. Adjacent: Free. Along interstates: Remove 1 militia for each space with agents. Pay \$1 for ending in Mountain.

10.2.5. Attack

Purpose: Eliminate Federal agents.

Procedure: Select as many spaces as desired. Pay \$1 per space.

In selected spaces: Activate all militia. Then roll the d6 for each Militia in the space and subtract the Ops value of the card. A result equal to or less than the control factor of the space eliminates one Federal piece. Bases are eliminated last.

Terrain effects: In Forest and Desert spaces, subtract -1 from the attack roll. In Mountain and City spaces, subtract -2. Guerilla forces are more effective in extreme terrain.

10.2.6. Surge

Purpose: Shift an Order space to Anger.

Procedure: Requires 3 Ops. Pay \$3.

Then, select an Order space with at least 4 militias, plus 1 for each agent in the space (i.e. militias \geq agents + 4). Activate all militias, then shift the space to Anger (CF 1).

10.3. FEDERAL OPERATIONS

Like the Rebel player, the Federal player – when he plays a card for its Ops value – may choose any one of the following operations. He may also choose one of the General Operations, to be described below (10.4 General Operations). He cannot split the Ops from one card across different operations. All operations are summarized on the Player Aid card.

10.3.1. Tax

Purpose: Increase resources.

Procedure: Choose Ops spaces. Each one must be in Order status (CF 0). From each selected space, gain \$2 per population. Total resources may not exceed \$30.

If the space does not have agents, however, place 1 Unrest.

10.3.2. Deploy

Purpose: Put more agents on the map.

Procedure: Choose as many spaces as desired and pay \$1 per space. Selected spaces must either be in Order (CF 0) or have a base.

In selected spaces, place up to Ops agents. Then (if desired), in any selected space, remove two agents to place a base.

Note that the stock of pieces is a limit on how many pieces may be on the board at one time. If the stock is empty, the Federal may remove pieces from other spaces on the map.

10.3.3. Move

Purpose: To move agents from one space to another.

Procedure: Select a number of groups equal to the Ops value of the card. A *group* is defined as a set of agents that travels from 1 origin space to 1 destination space. Each group chooses one of two kinds of movement.

Adjacent movement. Move the group from its current space to an adjacent space. Note that the only adjacent space available to a city is the corresponding suburb. Suburbs are adjacent to their corresponding city as well as one or several neighboring regions. Adjacent movement is free, unless the destination space is Mountain. Adjacent movement to Mountain spaces costs \$1.

Interstate movement. Or, move the group from its current space onto an interstate that crosses or enters that space. Then trace a path along connected interstates to a destination space and place the group in that space. The path can be of any length. Note that interstates go around cities as well as through them. If the final space is a Mountain space, pay \$1.

Interstate movement is subject to additional penalties if the path goes through spaces with Rebel militia. Each time the path enters a space with 1 or more militia, 1 the Federal must pay \$1 for convoy security.

Movement summary: Select Ops groups. Adjacent: Free. Along interstates: Pay \$1 for each space with militia. If the final space is Mountain, pay an additional \$1.

The movement mechanics are the same for the two sides, except that the government can arrest people whereas rebels can only harass a convoy as it moves through. Movement of armed bodies across the US is straightforward due to the interstate highway system, which was expressly designed for this purpose. However, both sides can throw up impediments through checkpoints, roadside bombs, blown bridges, etc.

10.3.4. Hunt

Purpose: Eliminate militia.

Procedure: Choose a number of spaces equal to the Ops value of the card. In each space, pay \$1 plus the value of the Control Factor there (ie \$1 + \$CF).

Each agent in the space affects 1 militia. If the militia is sleeper (star down), the militia becomes active (star up). If the militia is active (star up), it is eliminated.

Bases are affected last and are always considered active.

If the hunt operation takes place in Mountain or City territory, it takes 2 agents to affect 1 militia.

The government's combat ability is superior to the rebels, due to better training and equipment. The advantage is mitigated in rough terrain and dense urban environments.

10.3.5. Pacify

Purpose: Remove Unrest.

Procedure: Choose any number of spaces and pay \$1 per space. The selected spaces must have Federal control (have **more** Federal pieces than Rebel pieces). Bases are included in this calculation.

In each selected space, remove a number of Unrest markers up to the Ops value of the card.

10.3.6. Secure

Purpose: Shift status (Revolt → Defiance → Anger → Order)

Procedure: Select 1 space that meets these 3 criteria:

1. The Control Factor of the space is no higher than the Ops being played (ie, it takes 3 Ops to affect a CF 3 space). Reserves may be used to meet this criterion.
2. The space may not have any Unrest.
3. The space must have at least 3 agents, plus 1 for every militia in the space (active or sleeper). That is to say, the space must have agents $\geq 3 + \text{militia}$.

If the space meets these criteria, pay the Control Factor plus \$2 (\$CF + 2) and shift the space 1 level towards Order.

Strategy hint: The Secure operation is the main way that the Federal player gains VPs. It represents a severe crackdown that is naturally more difficult and expensive the more rebellious the space.

10.4. GENERAL OPERATIONS

These operations are available to both sides.

10.4.1. Reserves

Purpose: Store Ops points for use later in this round.

Procedure: Increase the marker on the Reserve Track by the Ops value of the card.

Ops in reserve cannot exceed 2. **Important:** The maximum Ops that can be used for any one card is 3.

Ops in reserve are eliminated at the end of each round.

The reserve mechanic allows players to “build up” for plays that require 3 Ops, when they do not have enough 3-value cards.

10.4.2. Social Media

Purpose: Gain Social Media edge, influence news, avoid an enemy event.

Procedure: Move the social media marker 1 space on the Social Media track.

Important: There are restrictions on certain movements along the Social Media Track. Specifically, it is not allowed to move from space D to C or from space A to F.

After moving the marker, choose social media attacks from the following list. The total Ops cost of attacks cannot exceed the Ops value of the card.

- **Feed:** Draw a story from the Story Deck. If desired, place it in the story pool; otherwise, discard. Cost: 1 Ops.
- **Censor:** Discard a story of your choice from the Story Pool. Do not replace it. Cost: 1 Ops.
- **Persuade:** Move the Social Media marker an additional space. Cost: 2 Ops.
- **Distract:** Cycle the news, then (if desired) discard the story currently in slot 1 and replace it with any story from the pool, ignoring the Virality Factor on the cards. Cost: 2 Ops.
- **Enrage:** In one space, shift Defiance (CF 2) to Anger (CF 1) or vice versa. Cost: 3 Ops.
- **Convert:** Replace 1 enemy unit with a friendly unit. Bases may not be selected. Cost: 3 Ops.

Important: The first card each player commits to Social Media in a round ignores any enemy event.

Strategy hint: Each player can ditch an enemy event once per hand by playing the card on Social Media. They use the Ops for social media effects and the event is ignored. Experienced players may see the similarity between this mechanic and the Space Race mechanic in the famous card-driven game Twilight Struggle.

10.4.3. Hack

Purpose: Inhibit the enemy indirectly.

Procedure: Roll the d6 and add the Ops value of the card. If the result is 5 or more, the hacking attempt succeeds. Choose one effect from the list below.

a) Intelligence: Inspect your opponent’s hand

b) Theft: Roll the six-sided die twice. Reduce your opponent’s Resources by that amount. Increase your Resources by the same amount. Resources may not exceed \$30, nor fall below \$0.

c) Denial of Service (DOS): Place a Hacked marker on the opponent HQ square. As long as there is a Hacked marker on an HQ, the Rebellion Power marker is located one space, left or right, from the space designated by the News Cycle. If the hack is on the Federal server, the Rebellion Power marker is placed one space to the left; if the hack is on the Rebel server, the marker is placed one space to the right. If there are multiple hacks on a server, the marker is shifted by that number of spaces. Hacks on both servers cancel each other out; first subtract one from the other, then apply the net effect. The correct space for the Rebellion Power marker can always be determined by adding the Rebellion Factors of the current stories in the News Cycle, then shifting the marker left or right according to the hacks on each server.

d) Restore Service: Remove a Hacked marker from your own HQ. If you are the Rebel, shift the Rebellion Power marker one space to the left (if possible). If you are the Federal, shift it one space to the right (if possible).

e) Secure: Place one Shield on your HQ. Effect: If your HQ has a Shield, your opponent may only choose actions (d), (e), or (f) when hacking your server. Your server is protected against hack actions (a), (b), and (c).

f) Invade: Remove one Shield from your opponent’s HQ.

Example: The sum of Rebellion Factors in the current News Cycle is 6 and there is a hack on the Rebel server. The Rebellion Power marker goes on space 5. Several turns later, the News Cycle sums to 3 and there is still a hack on the Rebel HQ, but now there are two hacks on the Federal HQ. The Rebellion Power marker is on space 4. Note that the Rebellion Power track cannot go below 0 or above 11.

d) Restore Service: Remove a Hacked marker from your own HQ. If you are the Rebel, shift the Rebellion Power marker one space to the left (if possible). If you are the Federal, shift it one space to the right (if possible).

e) Secure: Place one Shield on your HQ. Effect: If your HQ has a Shield, your opponent may only choose actions (d), (e), or (f) when hacking your server. Your server is protected against hack actions (a), (b), and (c).

f) Invade: Remove one Shield from your opponent’s HQ.

Strategy hint: Hacking is a minigame that can dramatically affect the power of enemy operations, especially for the Rebel. In intelligence and theft hacks, the presence of enemies on the server remains hidden. With a Denial of Service attack, the influence of enemies on your network is apparent and everyone knows your system has been compromised. This has a persistent negative effect on the system’s perceived security and therefore its effectiveness.

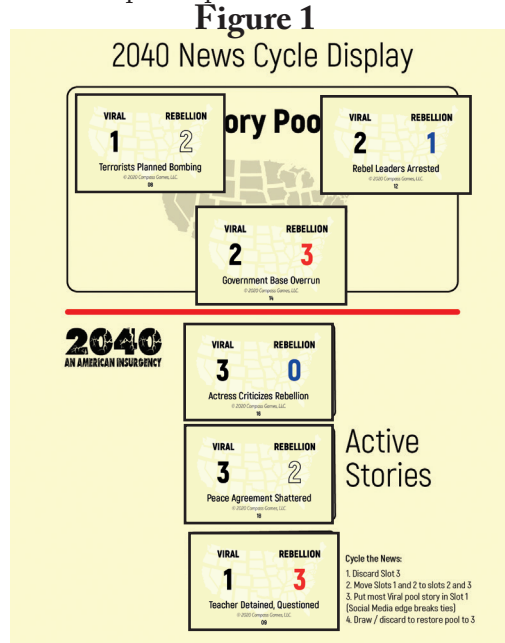
11.0 Credits

Design: Edward Castronova

Playtesters: Jeff Lewis, Rick Watson, Matt Colbert, Josh Yeager, Luca Castronova, Malcolm Castronova, Frank Brown Cloud, Jake Cozza, Matt Koutsopanagos.

12.0 Example of Play

If there is an **Orange** line that means that a marker or unit is going into a spot or point and if it is **Black** then that means that a marker or unit are being removed from a spot or point.



In this example, we will use the #patriot scenario. Figure 1 shows the initial News Cycle Display. Six Story Cards have been drawn randomly, three for the Story Pool and three for the Active Stories Display. The rebellion factors of the active stories add up to 5.

Figure 2



In Figure 2 we see the map after setup. Note that the Rebellion Power marker is 5 spaces from the right, indicating a Rebellion Power Factor (RPF) of 2.

Both sides are dealt 9 event cards. The Rebel goes first. He plays card 36, Amnesty. See Figure 3.

Figure 3



He can play it for the Amnesty event, or for two Operations Points (Ops). The Rebel decides to implement the event. Four militia units are placed in suburban Washington. Militia are always in their Sleeper state (star side down) when initially placed.

For his second card, the Rebel plays card 11, General George S. Patton VII. This is a Federal card. When the Rebel plays it, he gets to

Figure 4



use the Ops on the card, but his opponent gets the event. The Rebel chooses which goes first, event or Ops. He chooses the event to go first, so the Federal may now place 6 agents anywhere. Agents do not have a Sleeper status, so it does not matter if they are face up or face down. The Federal puts four agents in the Midwest and two in the Plains. See Figure 4.

Next, the Rebel uses the two Ops. He chooses to do the Unrest action. This requires the Rebel to choose spaces via the Net Ops procedure (10.1). The total spaces which will be selected is four: Two from the Ops of the card, and two more because the RPF is currently two. The Rebel has the Social Media edge (the marker is on a red space), so the Rebel may directly choose one space. The other three are rolled for randomly. The Unrest operation costs \$1 per space selected; the Rebel pays \$4, reducing resources to \$26.

The Rebel decides to go after the juicy 3 VPs in suburban Phoenix, a currently empty space. He selects SUBURBS as the type of space he is targeting for the unrest operation. He selects Phoenix as his “choice” space and places one Unrest marker in suburban Phoenix. Now he selects the remaining three suburban spaces randomly. The Rebel rolls the 20-sided die three times and refers to the “Random City or Suburb” table on the board. The rolls are 3, 9, and 13. The 3 places a second Unrest in suburban Phoenix. The 9 places an Unrest in suburban Denver. The 13 would place an Unrest in suburban Miami, but suburban Miami is an Order space. The Unrest action has no effect on Order spaces, so no marker is placed there. It still must be paid for, however.

Suburban Phoenix was not marked when this operation began; its Status box was empty. Whenever an action or operation first targets an unmarked space, “test” it by rolling the six-sided die and referring to the table given in 7.1.2 – the space is Anger (1) on a 1-3, or Defiance (2) on a 4-6. The Rebel rolls the six-sided die and obtains a 3. The Rebel places an Anger (1) status marker in the status box for Phoenix Suburbs.

As the last element of the Unrest operation, the Rebel now scans the board for any space where the number of Unrest counters exceeds the current Control Factor (CF) of the space. This is true in one space – suburban Phoenix, where the status marker, Anger, indicates a CF of 1, but there are 2 Unrest markers. Suburban Phoenix will now shift in the direction of Revolt, changing from Anger (1) to Defiance (2). The Unrest markers in suburban Phoenix are removed.

In future turns, if the Rebel can put three Unrest markers in suburban Phoenix, it will shift again, from Defiance (2) to Revolt (3). The Rebel would then gain Victory Points (VPs) equal to the population of the space (3). (Rebel VPs equal the total population of Revolt spaces, plus the number of Rebel bases). The Unrest action is the main way the Rebel shifts spaces into Revolt status, gaining their VPs.

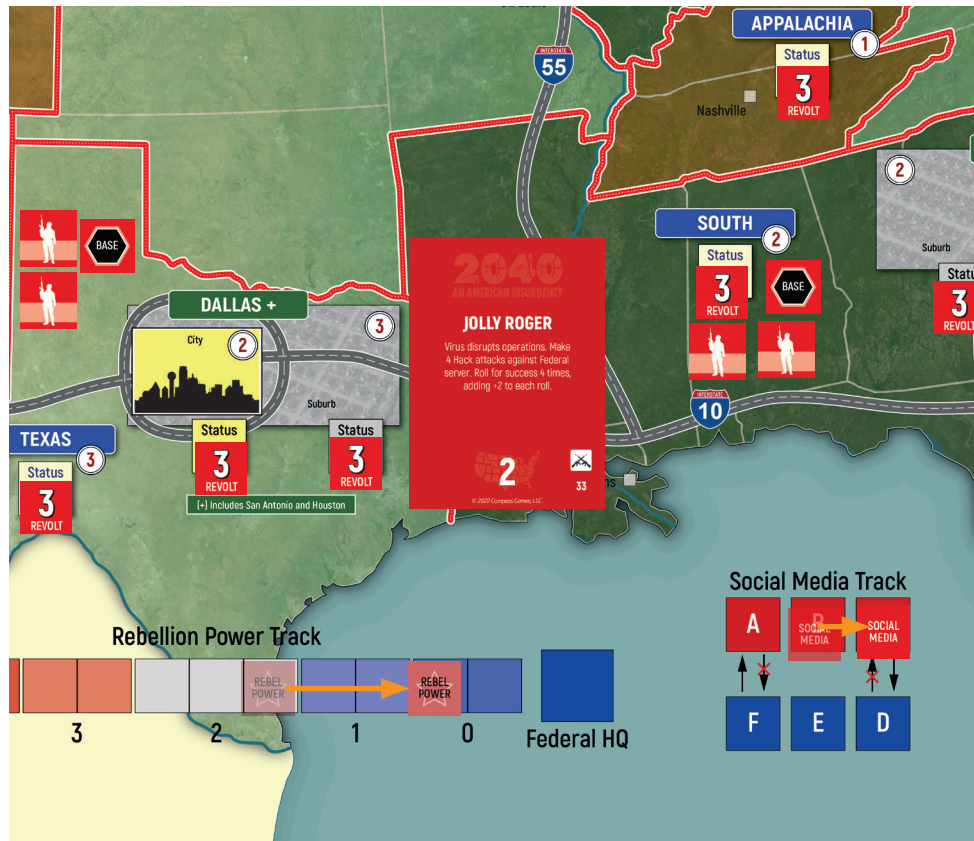
Figure 5



Now it is the Federal turn. See Figure 5. He plays card 20, Internet of Things, for Ops. The Federal wants to move the Midwest in his favor, so he chooses the Secure operation. The Midwest space meets the criteria of the operation: This is a 2 Ops card, and the CF of the space is 2. There is no Unrest here. And, the number of agents (7) is equal to the number of militia (4) plus 3. So the Federal pays the CF + 2 dollars (\$4 total) and moves his Resources marker from 30 down to 26. He then shifts the Midwest once in the direction of Order: from Defiance (2) to Anger (1).

In future moves, the Federal could do the Secure operation again and shift the space again, this time from Anger (1) to Order (0). This would give the Federal the Midwest’s three VPs. The Secure operation is the main way for the Federal to shift spaces into Order and gain their VPs.

Figure 6



The Federal's second card is the rebel card Jolly Roger: If he plays it, he receives the Ops but the Rebel gets the event. The Federal player does not like this Rebel event, however, so he decides to "burn" it by playing the card as a Social Media operation. The first card played on social media each turn ignores the enemy event on the card. Each player can do this once per hand of cards.

The Social Media operation, first of all, allows the player to move the Social Media marker. The Federal moves it from space B to space C. The Social Media Edge (SME) still belongs to the Rebel, but the marker is now closer to blue territory.

Next, the Federal can spend his 2 Ops on social media attacks, as described in the rules at section 10.4.2. He could choose Persuade, which would allow him to move the Social Media marker a second time. If he moves the marker to space D, it flips, giving the Edge to the Federal player. This is good for two reasons. First, the SME breaks all ties in the game. Second, the SME is what allows the Rebel to choose one space when he is doing Internet Ops. If he loses that edge, all of his unrest, recruiting, and fundraising are completely random. Note also that once the marker is at space D, the Rebel cannot simply move it back to space C to regain the Social Media Edge; movements from D to C are not allowed. The only way for the Rebel to regain the SME would be to move the marker along the track to space F and then to space A. The SME is "sticky" in that once it flips to one side, it is hard for the other side to get it back.

Figure 7

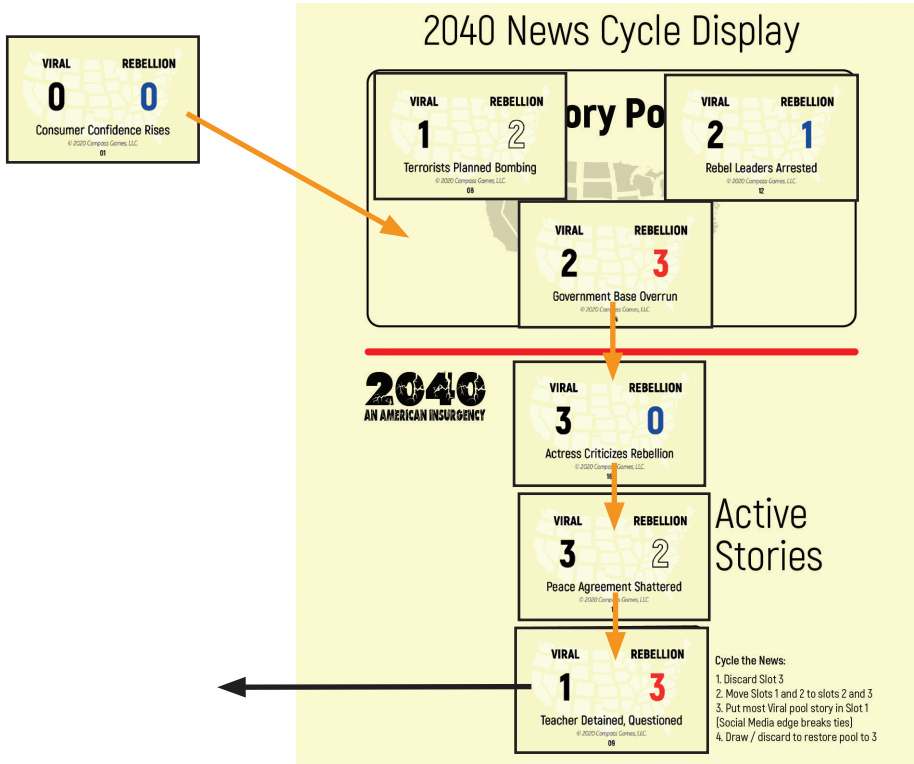


Figure 8

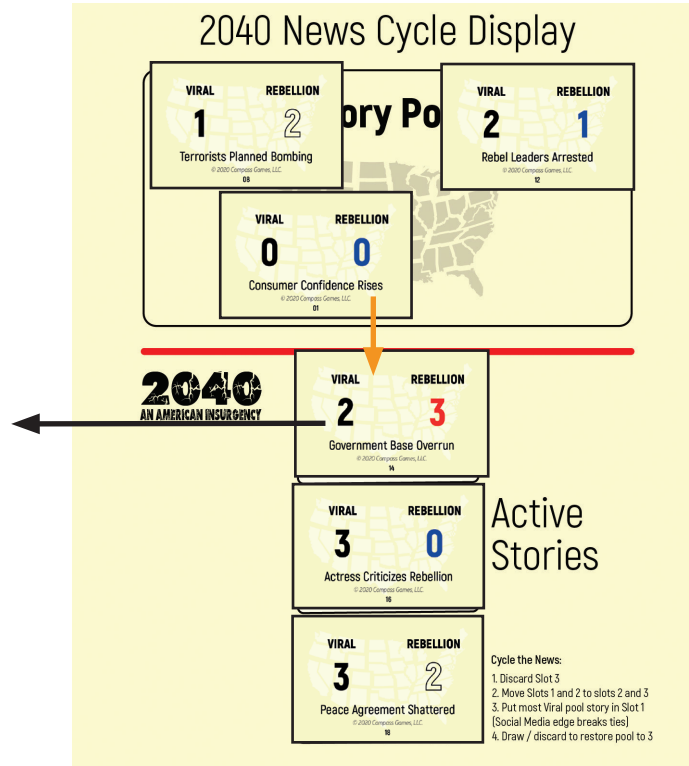
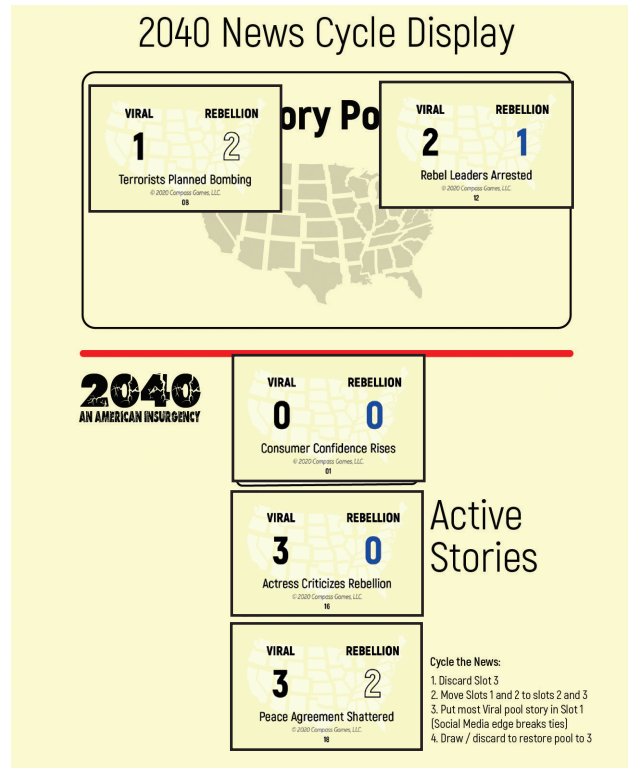


Figure 9



Let's suppose, however, that the Federal chooses to damage the Rebel in a different way, through the Rebellion Power Track. He selects the Distract action, which can be used to change the News Cycle which, in turn, affects the Rebellion Power Track. The Federal's strategy here is to try to reduce the Rebellion Power Factor, because this number is added to all of the Rebel's internet operations. By reducing the RPF, the Federal can cripple the Rebel's net ops effectiveness.

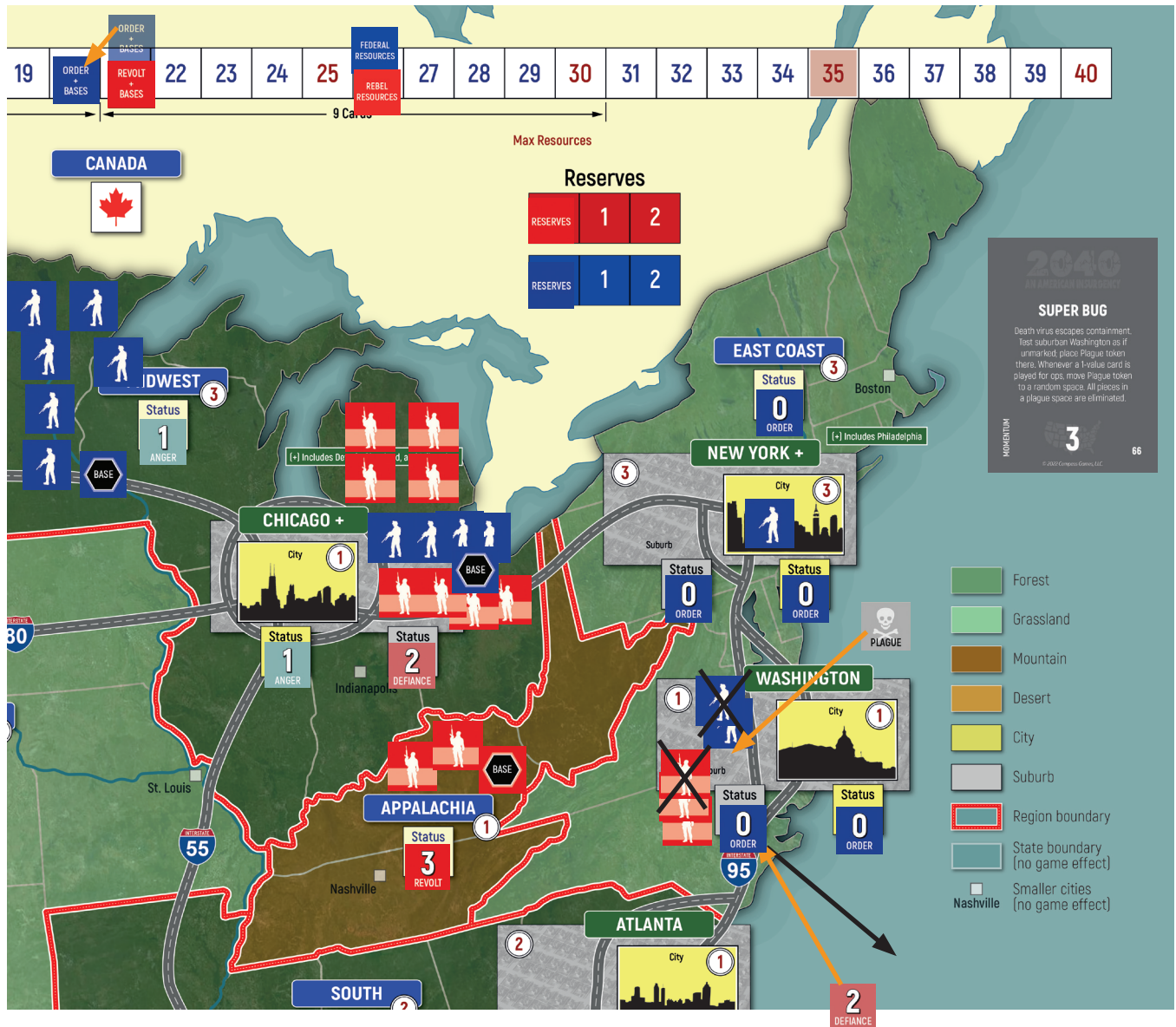
With the Distract action, the Federal first cycles the news (as explained in the rules in section 9.1), then he gets to replace the top story. See Figure 7. To cycle the news, the Federal removes the story in slot 3 and shifts the stories in slots 1 and 2 down one slot, leaving slot 1 open. He then reviews the current story pool and selects the story with highest Virality. That is story 14, "Government Base Overrun." He puts that story in slot 1 and draws a new story to place in the pool.

At this point, the sum of rebellion factors of active stories has not changed; it is still 5 because a 3-valued story was removed from slot 3, but a new 3-valued story was placed into slot 1. However, now the Federal gets to directly "mess" with the news. See Figure 8. Under the Distract action, he can toss the story in Slot 1 and replace it with any story in the pool. He therefore discards "Government Base Overrun" and replaces it with "Consumer Confidence Rises." In effect, he has used social media to memory-hole the story about a base being attacked, by getting everyone talking about a positive economic statistic.

Note that the text on Story cards has no effect on the game. The text "Government Base Overrun" does not mean that an actual base on the map is removed. Bases on the map represent a widespread infrastructure for military operations, which would not be eliminated by a single base being attacked. Therefore, keep in mind that the text on story cards is just for flavor. The only effect of story cards on the game is through the Rebellion Power Factor.

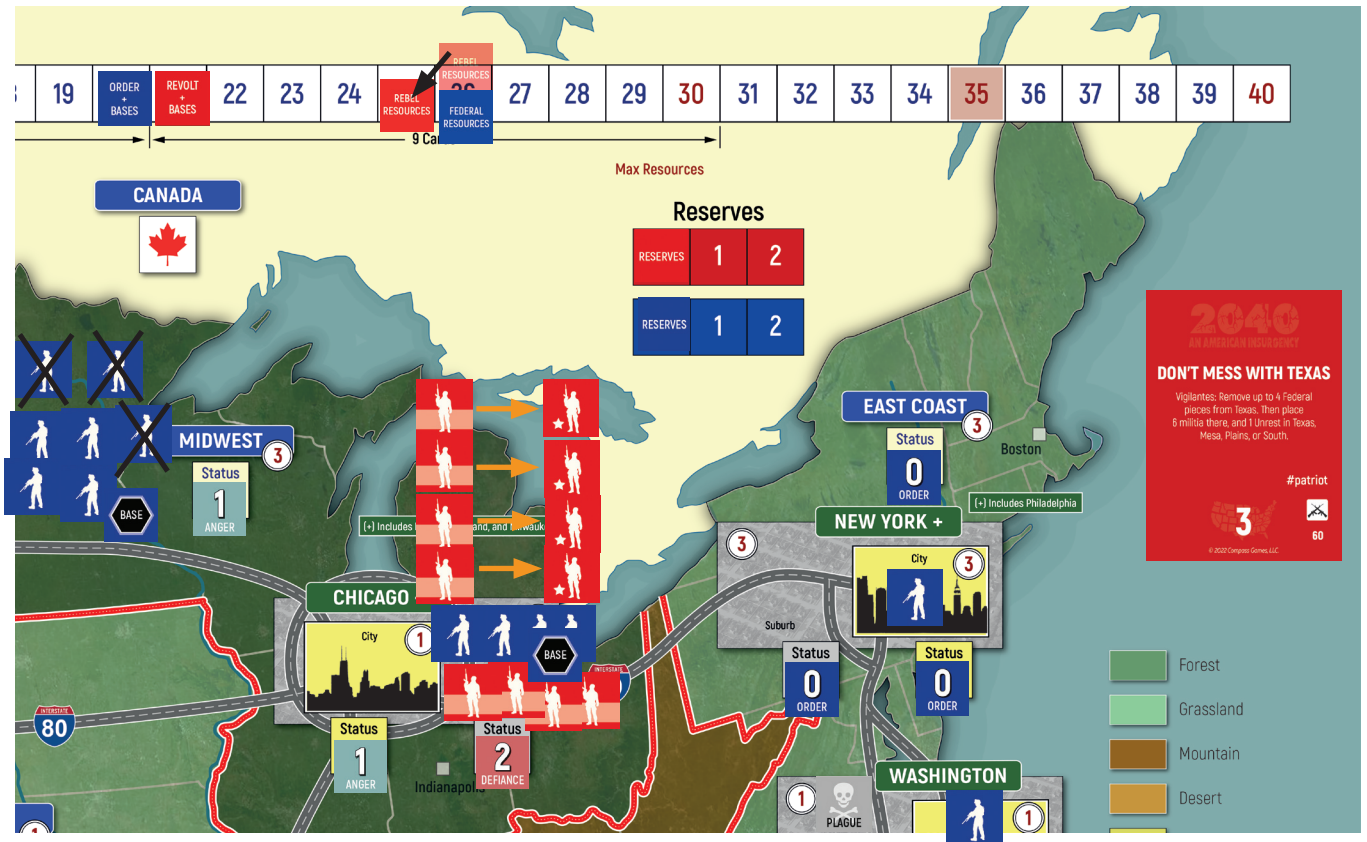
Indeed, in this case the RPF has been dramatically affected. See Figure 9. After the Federal makes the exchange of story cards, the sum of rebellion factors is only two ($0 + 0 + 2$). The Federal moves the Rebel Power marker to the second space from the right on the Rebellion Power Track (Figure 6). This space implies an RPF of 0. As long as this remains the case, whenever the Rebel conducts Net Ops, he will only use the operations value of the card – he will not get any "extra" operations from the Rebellion Power Track. In the example of the Unrest operation described earlier, the Rebel would have affected only two spaces, not four.

Figure 10



The Federal has played two cards, so we return to the Rebel. He plays card 66, Super Bug. See Figure 10. This is a neutral card, so he can play for the event or for Ops. The Rebel decides it would be fun to unleash a plague on the situation, so he plays card 66 for the event. All units (of both sides) in suburban Washington are eliminated and the Plague marker is placed there. Then the space is tested as if it was unmarked. The Rebel rolls a 5, so the space is changed from Order (0) to Defiance (2). When the space shifts out of Order, the Federal loses the VP value of the space, which is 1. Federal VPs fall from 21 to 20.

Figure 11



For his second card of the round, the Rebel plays card 60, Don't Mess with Texas. See Figure 11. Note that this card has been marked #patriot, indicating that it is used only in the #patriot scenario. If you are playing the #resistance scenario, do not use the cards labeled #patriot. Similarly, if you are playing the #patriot scenario, do not use the #resistance cards.

The Rebel decides to use the ops value of the card to engage in combat. He chooses the Attack operation. He may select as many spaces as he wants, paying \$1 per space. For the sake of this example, let's say he chooses only one space, the Midwest. After paying the \$1 cost, Rebel resources are now \$25.

To conduct the attack, the Rebel flips all militia to active (star side up). He then rolls the six-sided die four times, once for each militia in the space. Each roll that is equal to or less than the Control Factor of the space (in this case, 1) eliminates one Federal agent. The rolls are modified by subtracting the Ops value of the card (in this case, 3). In addition, because the Midwest is a Forest, the roll is reduced by a further 1, for a total of -4. The rolls are 1, 3, 5, and 6; modified, they are -3, -1, 1, and 2. Three agents take "hits" and are eliminated, leaving four.

Figure 12



Now we go back to the Federal, see Figure 12. He wants to counterattack the rebels, so he plays card 15, UAVs, for Ops and chooses the Hunt operation. With the two Ops, he can attack in two spaces. The Federal picks Midwest as one space and Chicago suburbs as the other. In each space, he pays \$1 plus the CF of the space. His total expenditure for the operation is \$5. The effect of the Hunt operation is that each agent affects exactly one militia. If the militia is in sleeper mode (star side down) it is activated – flipped star side up. If it is already star side up, it is eliminated. Thus, active rebel militia are easier to eliminate. Applying these rules, the four militia in the Midwest are eliminated, and three militia in Chicago suburbs go active and are flipped over.



Our last card will illustrate movement. See Figure 13. The Federal player plays card 76, Open Borders, and uses its 3 Ops for a Move operation. He can select 3 groups for movement; a group is a set of agents that starts in the same place and ends in the same place. The Federal decides to make group 1 out of two agents currently in the Midwest; group 2 is the agent in San Francisco city; and group 3 is the agent in Los Angeles city.

An agent can move for free to any adjacent space. Two of the groups are in central cities, and the only space that is adjacent to a city is the corresponding suburb. To go farther than the suburb, these groups must use the interstate. Let's say the Federal wants to send the San Francisco agent to Dallas city, and the Los Angeles agent to Miami city.

Group 1, in the Midwest, could move for free to any of the following spaces: Plains, Chicago suburbs, or Appalachia. (If Canada were in play due to a card effect, they could move there as well. Normally, Canada is off limits.) If the Federal wants to send these troops anywhere else, they too will have to use the interstate. He decides to send these agents to Chicago city.

When using interstate movement, the Federal must pay \$1 for convoy security each time a group enters a space that has militia. This must be paid regardless of whether the militia is active or sleeper, or how many there are. It also is not affected by the presence of any federal agents in the space.

Group 1 has several routes into Chicago city. They could take I-90 through the northwest suburbs, or they could take I-80 and enter from the east, or they could take I-55 and come up through central Illinois. The agents are located somewhere in the Midwest space and can hop on any interstate that goes through that space. Note however that this choice has no effect on game mechanics. No matter what route the agents take, they must cross through Chicago suburbs in order to enter the city. There are militia units in those suburbs, so the Federal must pay \$1 when the agents enter them. There aren't any militias in Chicago city, though, so the total move cost is only \$1.

Group 2 is the agent in central San Francisco. It moves along I-80, crossing through suburban SF, Mesa, Big Sky, and suburban Denver. At this point, the agent can move through Denver City, or it can go around it. There are no militia in Denver, so the decision makes no difference in any case. Note, however, that if Denver city had a militia, the agent could avoid paying the \$1 convoy fee by going on the interstate around the city. If, however, Denver's suburbs had a militia, the agent could not avoid it. All interstates enter the suburbs; but there are always two routes through the area as a whole: One that goes through the city, and one that stays entirely in the suburbs.

Let's say the agent passes through Denver city and continues south on I-25. Note that it is not possible to transfer from I-80 to I-25 without entering the Denver suburbs. All interstate connections that happen in urban areas occur in the suburbs. Another example is when I-80 goes into Chicago: It is not possible to get from I-80 to I-55 without entering the Chicago suburbs.

Returning now to the agent heading south on I-25: At I-10, the agent goes east and continues into Dallas city. When I-10 crosses into Texas, the Federal must pay \$1 as there are militias in Texas.

Also note that if there were militias in Mesa, the trip cost would go up by \$2, because the agent enters Mesa twice – once from San Francisco Suburb and again from Big Sky.

(Interstate 10 does not actually go through Dallas; the interstate on the board represents the net of east-west freeways that cross the southern US, including I-10, I-20, I-30, and I-40).

Finally, group 3 is the agent in Los Angeles city. He also takes I-10 east and pays \$1 when entering Texas. He proceeds through the Dallas suburbs and continues on into the South region. The South also has militias, so the Federal pays another \$1. The agent continues on to its final destination, Miami city.

Miami city is unmarked and, since the Move operation targeted the space, it must be tested. The Federal rolls a 6, so the space becomes Defiance (2). Note that moves that pass through unmarked spaces do not trigger a test. Only the final destination of the moving group is considered “targeted” by the move operation, so it is the only space that, if unmarked, would be tested.

The total bill for the Federal move is \$4. Federal resources go down to \$17. Play now passes back to the Rebel for his next two cards, and the game continues from there.

13.0 Scenarios

13.1. #PATRIOT SCENARIO

This scenario depicts an uprising based in rural areas.

Event deck: Remove cards labeled “#resistance.” Shuffle the remainder. Deal 9 cards to each player.

Story deck: Shuffle the Story Deck and draw six Story cards at random. Place three in the Story Pool and one in each Active News slot; all cards are face up. Add the Rebellion Factors of the active stories and place the Rebellion Power marker that number of spaces along on the Rebellion Power Track, counting from right to left.

Map: Lay out the map and place the initial pieces as follows.

Markers: Revolt + Bases: 21. Order + Bases: 21. Federal Resources: 30. Rebel Resources: 30. Social Media Space B (red side up).

Order (0): Cities: New York, Washington, San Francisco, Seattle, Los Angeles; **Suburbs:** New York, Washington, Miami; **Regions:** East Coast, Cascadia.

Anger (1): Chicago City

Defiance (2): Chicago Suburbs, Midwest

Revolt (3): Cities: Dallas, Denver, Atlanta; **Suburbs:** Dallas, Denver, Atlanta; **Regions:** Texas, South, Appalachia, Plains, Big Sky.

Agents: Place 1 agent in the City space of New York, Washington, San Francisco, Seattle, Los Angeles; place 2 in Washington suburb; place 3 in Chicago Suburb; place 3 in Midwest.

Federal Base: Place 1 base in Chicago Suburb and in Midwest.

Militia: Place 2 militia in Texas, South, and Appalachia; place 4 militia in Chicago suburb and 4 in Midwest. All militia are sleepers.

Rebel Bases: Place 1 base in Texas, South, and Appalachia.

13.2. #RESISTANCE SCENARIO

This scenario depicts an uprising by urban areas

Event deck: Remove cards labeled “#patriot.” Shuffle the remainder. Deal 9 cards to each player.

Story deck: Shuffle the Story Deck and draw six Story cards at random. Place three in the Story Pool and one in each Active News slot; all cards are face up. Add the Rebellion Factors of the active stories and place the Rebellion Power marker that number of spaces along on the Rebellion Power Track, counting from right to left.

Map: Lay out the map and place the initial pieces as follows.

Markers: Revolt Pop + Bases: 19. Order Pop + Bases: 19. Federal Resources: 30. Rebel Resources: 30. Social Media Space: E (blue side up).

Order (0): Suburbs: Dallas, Atlanta, Washington, Denver; **Regions:** Texas, South, Appalachia, Midwest, Plains, Big Sky.

Anger (1): Cities: Atlanta, Dallas; **Suburb:** Phoenix; **Regions:** Mesa, Big Sky

Defiance (2): Cities: Washington, Chicago, Denver, and Phoenix; **Regions:** East Coast and Cascadia

Revolt (3): Cities: New York, Miami, Los Angeles, San Francisco, Seattle; **Suburbs:** New York, Los Angeles, San Francisco, Seattle.

Agents: Place 1 agent in Dallas, Washington, and Chicago Cities; Place 2 agents in Washington Suburb; Place 3 agents in Phoenix Suburb and in Mesa.

Federal bases: Place 1 base in Mesa.

13.3 BUILD YOUR OWN SCENARIO

Players may create their own scenarios under the following limitations.

Federal: Select Order spaces totaling 17-20 population. Then add Bases until Federal VPs equal 20. Place 12 Agents in Order or Base spaces.

Rebel: Select Revolt spaces totaling 15-20 population. Then add Bases until Rebel VPs equal 20. Place 12 Militia in Revolt or Base spaces.

Scenarios can be designed beforehand, or players may create a new scenario on the fly by alternating selection of Order/Revolt spaces (starting with the Federal player), then alternating placement of bases and then troops (again, starting with the Federal player). As above, each side can have no more than 20 VPs and 12 troops.

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