



Official Clarifications Sheet as of June 20, 2023

Rulebook Clarifications

4.0 Administration Phase: Count the number of militias in a space, divide by three, round the result down, and remove that number of militia units. A space with 2 militia is not affected.

7.1.2: If the resulting initial status makes the action impossible, the action fails. The attempting player does not get the action back and may not choose a new target. If part of a multi-attempt action (*ex: Deploy*), only one attempt is lost (*the player would pay the \$1 for that Deploy attempt, but could continue targeting additional spaces*).

7.4.1: To pick a random space when the type of space is not specified, roll a d6:

1-2 City

3-4 Suburb

5-6 Region

Then roll a d20 on the appropriate table to pick the specific space.

10.0: A single operation cannot target the same space more than once in a turn, with the exception of randomly determined targets in Net Ops. **Example:** If the Federal player plays an Ops 3 card, chooses to Hunt, and only has two valid target spaces, the 3rd point is lost. It may not be saved for future use and the player cannot target a space twice.

10.2.4 & 10.3.3: If a force uses Interstate Movement to enter a space more than once in a given turn, it only pays the penalty for that space once. **Example:** If Fed Agents enter Texas (*with Rebel militia present*), then Dallas suburbs (*no militia*), then Texas again on the other side of Dallas, they only pay for convoy protection once.

Additionally, enemy units present in the space where units start their movement do not trigger the penalties of convoy security/arrest.

10.3.2 Deploy: The full Ops value of Agents is deployed to **each** space that the Federal player pays for. **Example:** 3 Ops card play, pay \$3, place up to 3 Agents in each of 3 spaces, for a total of up to 9 Agents placed.

Rulebook Corrections

7.1.1 Order: Should read “dark blue”, not “light blue”.

7.3.3: The rightmost space is space 1 (*ignore “1 space from the right”*).

12.0 Example of Play: Figures 12 and 13: There are discrepancies between the image and the text. Throughout this section, the example for Hunt involves four Agents making four Militias active.

13.2 #Resistance Setup:

1). Big Sky is listed as both Order and Anger. The correct setup is **Order**.

2). Add the following information to the setup instructions:

- **Militia:** 2 in New York, Los Angeles, and San Francisco Cities; 2 in East Coast; 4 in Phoenix Suburb and in Mesa. All militia are sleepers.
- **Rebel bases:** Place 1 base in San Francisco City and Seattle City.



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Card Clarifications

Mexico & Canada Cards: These cards do allow movement to and from these countries for the rest of the game, even though the cards do not say “Momentum.” When Mexico or Canada is ‘opened’ by a card, it becomes a space like any other for the purposes of all operations. Bases in these countries do count toward VPs.

02 Robotic Agents: Both spaces must meet the requirements for the Secure action.

21 Interrogation: “Spaces with Order and Fear” means both: The condition applies only if the space has both Order status and Fear status.

31 O Canada: The second sentence applies to mobile units only, not bases.

63 Deer Season: The free attack uses the Ops value of the Deer Season card.

69 Apple Pie Nostalgia: Only compare spaces that have a status. Unmarked spaces are left alone.

92 Urban Decay: The player picks the city.

Player Aid Corrections

Unrest: This should read, “If the number of Unrest markers **exceeds** the CF of a space, the status shifts one level toward Revolt”.

Victory: The player aid lists a *geographic victory condition* that is not in the rulebook. Players may use it if they wish as an optional rule, though it was never achieved during playtesting. If in play, calculate the total number of red and blue spaces during the first step of the Administration Phase. If the difference is greater than or equal to 12, the corresponding player wins (12+ more blue spaces, Federal victory, 12+ more red spaces, Rebel victory).

Errata Sheet Correction

In the #Resistance scenario, Big Sky should begin the game at Order, not Anger.