

# Operations

# GOVERNMENT

# Special Activities

### TRAIN + Transport?

x2 to x4 per space ( )

PLACE up to 4 per space in or Then, in ONE selected space...

REPLACE (x 2) →

OR

IF + + Buy **CIVIC ACTION**

### GARRISON + Any?

x2 to x4 TOTAL ( )

MOVE any/all → /

Then...

In each **ACTIVATE** (x 1) per

Then if desired...

**FREE ASSAULT** in ONE

### SWEEP + Any?

x2 to x4 per space ( )

MOVE any to adjacent selected spaces

Then in each selected space...

**ACTIVATE** (x 1) per (per 2 if )

### ASSAULT + Any?

x2 to x4 per space ( )

**REMOVE ONE** / for every if /

for every if /

for every 2 if

Remove or close only if no of the same Faction

**SEIZURE:**  
If was removed, place it with any in the space

### TRANSPORT + Any

ONE space to ONE space

MOVE up to 3 from a or a to any ONE space

### AIR STRIKE + Garrison, Sweep, Assault

Not if embargo max ONE space

**REMOVE ONE** /

Remove or close only if no of the same Faction

### REPRISAL + Garrison, Sweep, Assault

with max ONE space

**PLACE ONE** **AND** **SHIFT** 1 level →

Then...

**RELOCATE ONE** / to an adjacent space

### CIVIC ACTION

with **AND** +

First **REMOVE** then... **SHIFT** X levels →




x4 per Terror/Level


	City		Troop or Police
	Economic Center		Underground (any faction)
	Forest		Active (any faction)
	Grassland	/	Active or Inactive
	Mountain	(up/down)	Flip to Active
	Forest, Grass or Mountain	(up/down)	Flip to Underground
	Population	(up/down)	Shows initial status
			Base (any faction)

Operations



Special Activities

**RALLY** + Infiltrate?



 with   x1 per space

PLACE ONE 



OR

REPLACE  (x 2) → 




OR


If  PLACE  (x N) where  $N = x 2 \text{ } \langle \text{Red Cylinder} \rangle + x 2 \text{ } \langle \text{X} \rangle$

OR






If  FLIP ALL 

**MARCH** + Infiltrate?

  x1 per destination (0 if )



ACTIVATE  (all moving)





IF...




Entering  /  /  AND Moving  +  > 3

Guerrillas move to an **adjacent** space and stop  
Guerrillas moving from one space to another must move as a single group

**ATTACK** + Ambush?




  x1 per space

ACTIVATE  (ALL) IF  ≤  → Remove 2 




AND IF  =  → PLACE  (x1)

**ENEMY PIECE REMOVAL ORDER**

- 1) pieces may belong to different Factions
- 2) may be underground Guerrillas
- 3) Bases may not be removed before all that Faction's Guerrillas/Cubes are removed

A  cannot be closed if there are any  or  in the space

**CAPTURED GOODS :**

If  was removed, place it with any  /  in the same space

**TERROR** + Kidnap?



  x1 per destination (0 if )


ACTIVATE ONE  (must be underground)



If  /  ADD ONE  AND SHIFT  1 level → 



If  PLACE  (if none)

**INFILTRATE** + Rally, March




 with  max ONE space

A  must be **in** or **adjacent** to the targeted space


REMOVE OR REPLACE ONE  by ONE 


(  before  )


**COMMANDEER :**


If  was removed, place it with any  /  in the same space

**AMBUSH** + Attack




 Replaces **ATTACK** in ONE of the selected spaces max ONE space


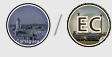


ACTIVATE ONE  (must be underground)

AUTOMATIC SUCCESS → Remove 2 




AND PLACE  (x1)



**KIDNAP** + Terror


 Target  or  max ONE space


If  in  If  in 

















Space must have been selected for **TERROR**

AND  /  > 

**TRANSFER**  Resources → 

If Faction has  then transfer **ONE** instead of rolling for Resources

Then close ONE  in the space (regardless of targeted Faction)

	City		Troop or Police
	Economic Center		Underground (any faction)
	Forest		Active (any faction)
	Grassland	 / 	Active or Inactive
	Mountain		Flip to Active
	Forest, Grass or Mountain		Flip to Underground
	Population		Shows <b>initial</b> status
			Base (any faction)

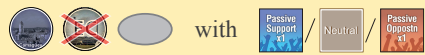
# Operations

# Directorio

# Special Activities

## RALLY

+ Subvert?



x1 per space

PLACE ONE

OR

REPLACE (x 2) →

OR

If PLACE (x N) where  $N = x 1 \text{ } + x 1 \text{ }$

OR

If FLIP ALL

## MARCH

+ Subvert?



x1 per destination (0 if )

ACTIVATE (all moving)

IF...

Entering / / AND Moving + > 3

Guerrillas move to an **adjacent** space and stop

*Guerrillas moving from one space to another must move as a single group*

## ATTACK

+ Ambush?



x1 per space

ACTIVATE (ALL) IF ≤ → Remove 2

AND IF = → PLACE (x1)

### ENEMY PIECE REMOVAL ORDER

- 1) pieces may belong to different Factions
- 2) may be underground Guerrillas
- 3) Bases may not be removed before all that Faction's Guerrillas/Cubes are removed

A cannot be closed if there are any or in the space

### CAPTURED GOODS :

If was removed, place it with any / in the same space

## TERROR

+ Assassinate?



x1 per destination (0 if )

ACTIVATE ONE (must be underground)

If / ADD ONE AND SHIFT <sup>1 level</sup> →

If PLACE (if none)

## SUBVERT

+ Rally, March



max ONE space

ADD → AND SET →

## AMBUSH

+ Attack



Replaces **ATTACK** in ONE of the selected spaces

max ONE space

ACTIVATE ONE (must be underground)

AUTOMATIC SUCCESS → Remove 2

PLACE (x1)

## ASSASSINATE

+ Terror



max ONE space

Space must have been selected for TERROR

AND / >

ELIMINATE ONE OR CLOSE ONE

### COMMANDEER :

If was removed, place it with any in the same space



	City		Troop or Police
	Economic Center		Underground (any faction)
	Forest		Active (any faction)
	Grassland		Active or Inactive
	Mountain	/	Flip to Active
	Forest, Grass or Mountain		Flip to Underground
	Population		Shows initial status
			Base (any faction)


# Operations

# Syndicate



# Special Activities

**RALLY** + Any?




  x1 per space


PLACE ONE 

OR




If  FLIP ALL 

**MARCH** + Any?

  x1 per destination (0 if )





ACTIVATE  (all moving)



IF...

Entering  /   **AND** Moving  +  > 3

Guerrillas move to an **adjacent** space and stop  
*Guerrillas moving from one space to another must move as a single group*




**CONSTRUCT** + Any?


 with  or   x5 per space





PLACE ONE  OR OPEN ONE 



Maximum 2 Casinos per space





**TERROR** + Bribe?

  x1 per destination (0 if )


ACTIVATE ONE  (must be underground)

If  /  **ADD ONE**  **AND** **SHIFT** 1 level 

If  **PLACE**  (if none)




 **Transfer (4.5.2)**  
 Owner may transfer Cash to any  or  /  at any time.  
 When a piece holding Cash is removed, the owner has the option to transfer Cash, or to remove it.  
 If removed during ASSAULT, ATTACK, INFILTRATE, ASSASSINATE or BRIBE, the attacking player may instead capture the Cash and transfer it to another piece. (see specific cases)


**CASH RANSOM** (26th July «Kidnap Activity» 4.3.3) is different: Cash is captured by a 26th July Guerrilla





 **Launder (2.3.6)**  
 After executing an Operation with no Special Activity, the active Faction may remove a Cash marker to execute an additional FREE Limited Operation (Except CONSTRUCT)

A different Faction may remove its own Cash marker to enable the 1st or 2nd Eligible Faction to execute such a FREE Limited Operation (maximum 1 marker per Card)



**PROFIT** + Rally, March, Construct




 with  or  Any spaces

In 1 or 2 spaces with :


PLACE ONE available  under any  /  or 



OR

In any spaces with  or :



CLOSE  and/or REMOVE   $\longrightarrow$  +  x3 for each

**MUSCLE** + Rally, March, Construct



 max ONE space


MOVE  (x1 or x2)  $\longrightarrow$  

OR



MOVE  (x1 or x2)  $\longrightarrow$  



OR

MOVE  (x1 or x2)  $\longrightarrow$  


 may come from any spaces

**BRIBE** + Any


  x3 TOTAL max ONE space





REMOVE or FLIP  /  (up to x2) (you may remove one and flip one)


















OR

REMOVE  (x1)

OR

REMOVE  (up to x2)

**CONTRABAND :**  
 If  was removed, place it with any  /  or  in the same space

	City		Troop or Police
	Economic Center		Underground (any faction)
	Forest		Active (any faction)
	Grassland	 / 	Active or Inactive
	Mountain	 / 	Flip to Active
	Forest, Grass or Mountain	 / 	Flip to Underground
	Population		Shows initial status
			Base (any faction)

# Propaganda Round

## 1) Victory Phase

ALL at **AND**  $> 18$  **OR**  $> 15$  **OR**  $> 9$  **OR**  $> 7$  **AND**  $> 30$

## 2) Resources Phase

In any where +  $>$   $\rightarrow$  PLACE (if none) = Sum

$\rightarrow$    $\rightarrow$  with / or   
 $\rightarrow$  if   $\rightarrow$  if + in + x2  
 $\rightarrow$  where  $>$

**The Skim:** For each space with Syndicate transfer 2 to the Controlling Faction (If «Santo» Capability in effect, any in the space prevents Skim)

In Sequence REMOVE any then PLACE at location or receive +6 may place or open ()

## 3) Support Phase

$\leq 18 \rightarrow$   $\downarrow$  one box **AND** -10

### ★ Civic Action

Needs **AND** + REMOVE (if any), then... SHIFT  $\xrightarrow{X \text{ levels}}$  x4 per Terror/Level

### ★ Agitation

Needs REMOVE (if any), then... SHIFT  $\xrightarrow{X \text{ levels}}$  x1 per Terror/Level

### ★ Free RALLY

In ONE space with no (may be or uncontrolled)

Game End?

## 3) Redeploy Phase

$\rightarrow$   $\leftarrow$  in /   
 $\rightarrow$   $\leftarrow$  (other)
 
 - - -  $\rightarrow$  may be redeployed  
 - - -  $\rightarrow$  MUST be redeployed

## 3) Reset Phase

REMOVE ALL and FLIP ALL () OPEN ALL ()