

DAYS OF IRE

BUDAPEST 1956

1 versus the others, will you
lead them or crush them?



Conflict ruleset



2-4 PLAYERS



60-90 MIN



12+ YEARS

CLOUD
ISLAND

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SETUP

The setup of the game can be found on pages 4-6 of the Starter rulebook.

GAME STRUCTURE

The game plays through the first **7 days** of the revolution.

Each day has 3 main phases:

1. **Soviet phase:** the Soviet commander begins the day with event cards and commands the Soviet Army to invade the city of Budapest and contain any activity.
2. **Revolutionary phase:** The Revolutionaries move on the board, deal with the events, call the people of the street to their side, fight the Soviet Army and the State Protection Authority.
3. **State Protection Authority phase:** The Soviet commander leads the units of the State Protection Authority to protect the buildings and hunt the Revolutionaries.

After the end of the 7th day, the game **ends with an evaluation** where victory conditions for the Revolutionary side must be checked. The game can also end before the end of the 7th day if special victory conditions are met by either the Revolutionary or the Soviet side.

The phases are explained in the next sections.

PHASE I: SOVIET PHASE

The Soviet phase has 5 steps:

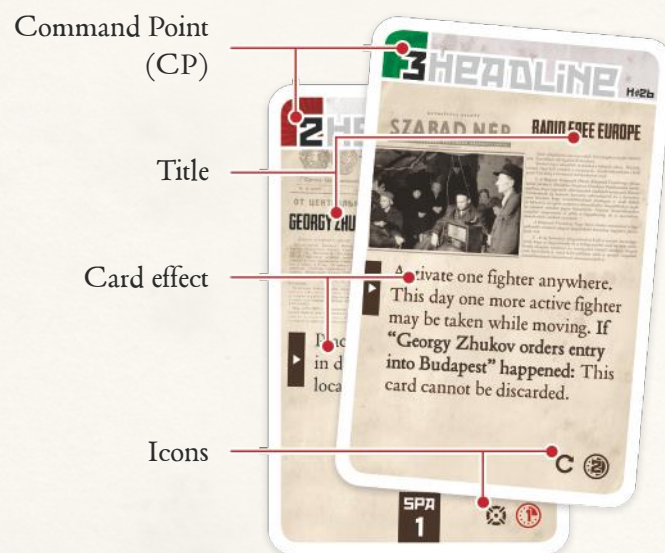
1. Headline step
2. Event step
3. Army step
4. Support step
5. Market step

HEADLINE STEP

In the headline step, the Soviet commander may **play any number** of headline cards from hand in any order and **keep the rest** in hand. There are two types of headline cards, red and green.

Red cards help the Soviet side, while green ones are beneficial to the Revolutionaries. All cards have a title, a text effect, icons and Command Points (CP) on them. The Soviet commander can spend Command Points in the next steps of this phase.

The commander has different options on how to play headline cards, depending on their color. A headline card must be fully dealt with before the next one is played. (See *Appendix A on details of specific headline cards.*)



Red and green headline cards



Photo: Europeana

The world's press splashed the events of October 1956 across the globe; even the Soviet and Hungarian censorship could not stop the news. It affected the politics of the Cold War as it surprised both the USA and the Soviet Union. The former didn't risk the open questioning of the borders of the two political blocs; the latter took time to decide how much opposing force to show. Aid, however, was coming from different countries, most of it from Poland. Text on the picture: "For medicine for the Hungarians".

Red card options

Choose one of the following:

- **Collect Command Points.** The headline card is revealed and placed on the board face up. The Soviet commander gains the **CP value** indicated on the top left corner. The text and icon effects of the card are ignored. Keep the card in front of the Soviet commander to keep track of the CP collected.
- **Resolve headline.** The headline card is revealed and placed on the board face up. The **text effect and icon effects of the card are executed by the Soviet commander.** The CP of the headline card is ignored. Discard the card face up next to the board after the card is resolved.

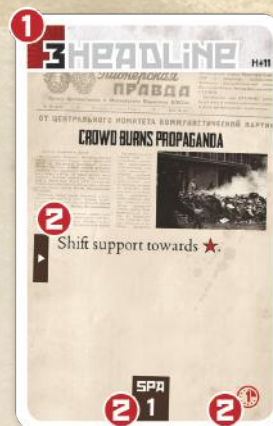
Green card options

Choose one of the following:

- **Collect Command Points and resolve headline.** The headline card is revealed and placed on the board face up. The Soviet commander gains the **CP value** indicated on the top left corner. The **text effect and icon effects of the card are executed by the Revolutionary players.** Keep the card in front of the Soviet commander to keep track of the CP collected.
- **Discard.** Discard the headline card face up **ignoring** CP and all effects.

Red headline example 1: The option "Collect Command Points" was chosen for the red headline "Crowd burns propaganda". The Soviet commander collects 3 CP from it. The text and icon effects of the card are ignored.

Red headline example 2: The option "Resolve headline" was chosen for the red headline "Crowd burns propaganda". The Soviet commander executes the text effect (shifts support towards the Soviet end) and then the icon effect (retrieves one SPA card). The red icon indicating the time period has no effect. The commander gathers no CP.



Green headline example: The option "Collect Command Points and resolve headline" was chosen for the green headline "National guard begins organization". The Soviet commander collects 3 CP from it. Then the revolutionary players execute the text effect (they remove one militia from Csepel then draw a random revolutionary tank tile and place it on Kossuth Square). There is no icon effect to be executed on the card only the one indicating the time period (which has no effect).



Icons

After the text effect on a card is executed, the players should examine the icons on the bottom of that card. There are 4 types of icons on the headline cards, denoting different effects.

   **(time period):** These icons do not have an effect and are only important during Setup.

C (lapsing): Place the card itself on the board after the Army step, place the card itself on the board as a reminder that the card's text effect is enforced through the whole day. Discard the headline at the end of the day only.

SPA (SPA): Red headline cards always have this icon, indicating a number from 0 to 3. The Soviet commander may retrieve that number of SPA cards from the **bottom** of the SPA discard queue and adds them to the face up pool of available SPA cards (see Phase 3: State Protection Authority phase on SPA cards and discard queue).

(mark): Take the **resolution marker** corresponding to the **headline title** and place it on the **ashtray** on the board as a reminder that this headline has been resolved. It will modify the text effects of other headline cards and events.



Lapsing example: One Revolutionary player can take one more action during the day “Pál Maléter aids the revolution” was resolved.

Text effect

Lapsing icon

SPA example: The bottom card in the SPA queue is placed back to the SPA pool.



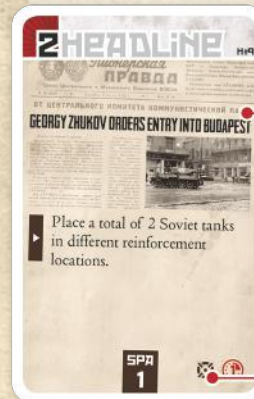
This icon allows retrieving 1 SPA card from the discard queue to SPA pool



Photo: FORTEPAN / Berkó Pál

The event cards represent the most important events that happened in the districts of Budapest during the revolution. They range from the larger firefights and protests to less violent happenings.

Mark example: The text effects of certain cards are modified when matching markers are in the ashtray.



Headline title:
“Georgy Zhukov orders entry into Budapest”



Mark icon



The text effect of “Soviets stationed at the Parliament” is modified, one more Soviet tank can be placed.

EVENT STEP

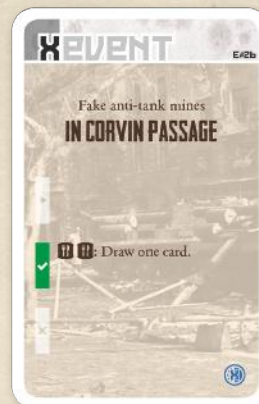
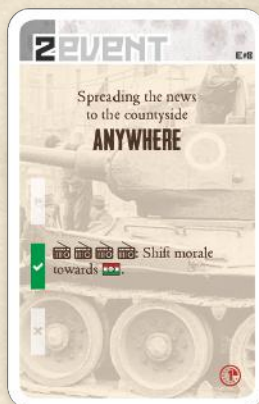
In the event step, the Soviet commander may spend the Command Points collected in the headline step to buy **event cards** from the **event market**. The **base (CP) cost** of an event card is indicated on its upper left corner. If the base cost of the event is “**X**”, that card is called a **minor event**: its base cost is equal to the number of minor event cards currently present on locations on the board. The event cards with a specific base cost are called **major events**. The base cost of an event is increased by the number above the market slot it was bought from: (+0), (+1) and (+2).

Note: The base cost of the first minor event placed is 0 CP, the second placed is 1 CP, etc.

Event card
base cost



Major and minor event cards



Event market example: The Soviet commander gathers $2+4+2=8$ CP from headline cards then buys 3 events from the market for $2+4+1=7$ CP. The base cost of the minor event is 0, because there is no minor event placed on the board yet.

Base cost: 2 CP
+0 slot: 0 CP
Total cost: 2 CP

Base cost: 4 CP
+0 slot: 0 CP
Total cost: 4 CP

Base cost: 0 CP
+1 slot: 1 CP
Total cost: 1 CP

Most event cards have a **corresponding location** on the board where they belong. Events bought are placed on the **left side** of the location photo. “Anywhere” events have no corresponding location. They must be placed in a location with no event in it. If there are no such locations then the event cannot be bought.

If the Soviet commander would like to buy an event card but its corresponding location is already occupied by another event, the following rules apply:

- A **minor event** belonging to that location cannot be bought.
- A **major event** belonging to that location may be bought, but the Soviet commander must discard the event that is already on the location without effect and then place the one just bought.

“Siege” is placed on the location Radio

Placement section symbol

Placement text effect



An event card

Event placement example 1: A major event belongs “Anywhere”. It can be placed in Csepel where is no event and cannot be placed in Corvin Passage which has an event in it.



Event placement example 2: A major event belongs in Corvin Passage but an event already is there so you must remove the event without effect and place the new.

After placing an event card, the Soviet commander must execute its text effect in the **placement section** (brown arrow ►). (See Appendix B of the Starter rulebook on details of specific event cards)

The Soviet commander may select the next card to buy after dealing fully with an event card.

ARMY STEP

In the army step, the Soviet commander may spend any **remaining Command Points** to move and place additional Soviet tanks. *Note: tanks automatically fire before a Revolutionary player takes an action in the same location (see Phase 2: Revolutionary phase).*

- 1 CP – Move a Soviet tank to an adjacent location. Two locations are adjacent if their photos are connected with pinned strings on the board (See Phase 2: Revolutionary phase for an example of adjacency). The same tank cannot be moved more than once in the army step this way. This option cannot be chosen in a location with a barricade (see Phase 2: Revolutionary phase on barricades).
- 3 CP – Place one Soviet tank in a **reinforcement location** ★ (Csepel, Széna Square, HWPP Headquarters).



There can only be a maximum of 8 Soviet tanks on the board at any point in the game. Whenever a card would instruct placing units above the limit, the Soviet commander must place just enough to reach the limit. There is no limit on how many Soviet tanks can be in one location.



Photo: FORTEPAN / Kurutz Márton

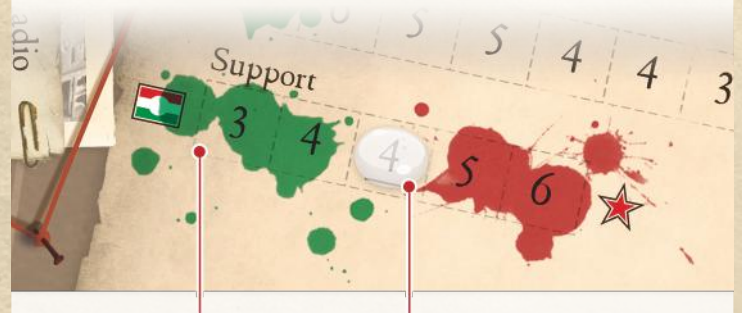
Following the end of WWII, the Soviet Army was stationed in Hungary to enforce the will of the Soviet Union. During the revolution tanks were used regularly by the Soviet Army on the streets of Budapest. The local youth had destroyed approximately 40 of them using Molotov cocktails and other means.

SUPPORT STEP

In the support step, the Soviet commander discards the headline cards played for the “Collect Command Points” (red card) or “Collect Command Points and resolve headline” (green card) options face up and then draws cards back up to the **hand limit**. The hand limit is the number indicated by the support marker on the **support track**.

Note: Red headline cards played for the “Resolve headline” option are already discarded at this point.

Note 2: SPA cards do not count as part of the Soviet commander’s hand.



Support track Support marker

The support track with Soviet hand limit of 4

The **day marker** on the **calendar** displays the names and colors of the headline decks from which the Soviet commander can draw.

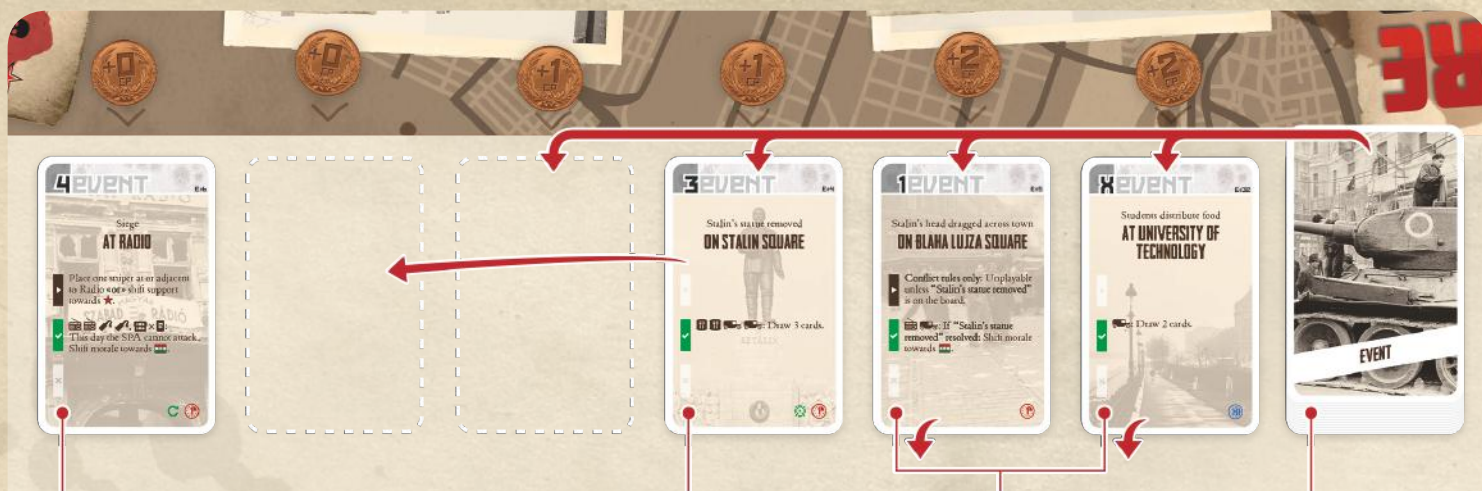
On the 1st day, cards are drawn from the ① deck. On the 2nd day, cards can be drawn in any combination from the ① and ② deck. On the 3rd and 4th day, cards are drawn from the ② deck. On the 5th day, cards can be drawn in any combination from the ② and ③ deck. On the 6th day, cards are drawn from the ③ deck. No cards are drawn on the 7th day.

If the ③ deck runs out on the 6th day, the Soviet commander may draw from the ② deck. If the ② deck also runs out, cards may be drawn from the ① deck.



Day marker

The calendar



This card is kept and stays in the “+0” slot.

This card is kept and is moved to the “+0” slot.

The rest of the cards are discarded.

The market is refilled with 4 event cards.

Market refill example: The Soviet commander bought 2 event cards during the event step. In the market step the commander selects 2 event cards on the market and puts them on the “+0” slots and discards the rest. Finally the commander refills the market with 4 event cards.

MARKET STEP

After the Support step, the Soviet commander must **refill the event market**. They must choose exactly **2 event cards** on the market to **keep** and move them to the (+0) slots and **discard the rest** of the event cards face up. Then, starting with the (+1) slots, the Soviet commander must fill up the event market with new event cards drawn from the top of the event deck. If there is only one event card remaining on the market, the Soviet commander must keep that single event and fill up the market accordingly. If there are not enough cards to refill the market, refill as much as possible. Discarded event cards never return to play, not even if the draw deck runs out.

Note: On the 7th day the event deck runs out and the market doesn't need to be refilled.



Photo: Europeana

Thousands of civilians are estimated to have actively fought in this revolution just in Budapest. The majority of the fighters were workers and a great deal of them were teenagers. No wonder they have got the nickname “pesti srácok” which roughly translates to “boys (or girls) of Budapest”.

PHASE 2: REVOLUTIONARY PHASE

Note: the rules written here are exactly same as the Revolutionary phase described in the Zhukov rulebook, with the exception that in the Conflict rules there cannot be 4 Revolutionary players.

In this phase, the Revolutionary players take turns to act. At the start of **each phase** they are free to decide on a **turn order**. Each player can do a number of **actions** in their turn depending on the player count and the chosen turn order.

Player count	1st player	2nd player	3rd player
1 Revolutionary	4 actions	-	-
2 Revolutionaries	2 actions	2 actions	-
3 Revolutionaries	2 actions	1 action	1 action



The players must take or pass **all their available** actions before the next player's turn.

Note: For every player count, the total number of actions for the Revolutionary team is 4.



Tip: Use the 2-sided action markers to keep track of the actions taken.

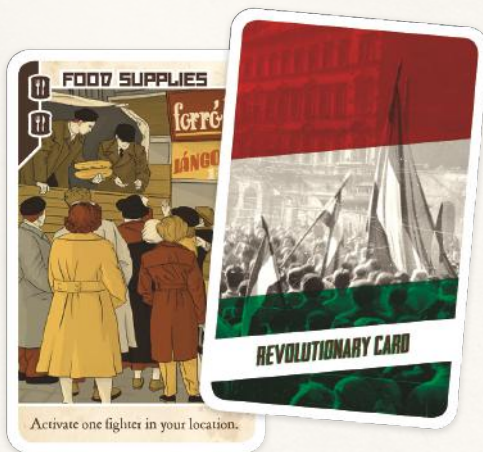
REVOLUTIONARY CARDS AND FIGHTERS

Most of the actions require the revolutionary players to use **revolutionary cards**. Players are not allowed to show their hand to each other, but they are free to discuss openly, loud enough so that the Soviet commander can hear everything.

!

Every Revolutionary player has a **hand limit** of 10 cards. A player with 10 cards at no point in the game may receive an 11th card.

All revolutionary cards are always **discarded after they are played**. Discarded cards are placed face up in a **revolutionary discard pile**. If the draw deck runs out, the revolutionary discard pile is reshuffled to form the new revolutionary draw deck. Players may always go through the discard pile to check for specific cards.



Revolutionary cards

Players can also use the help of **fighters**. These tiles represent those who fought in Budapest during the revolution.

Throughout the game, players may have the possibility to gain a **revolutionary tank**. Whenever a card instructs the players to place a revolutionary tank, select one of the available tiles randomly. Revolutionary tanks on the board are considered active fighters for all purposes. Whenever the rules or a card mentions “active fighter” it applies to a revolutionary tank as well.



A fighter and revolutionary tanks



Photo: FORTEPAN / Hofbauer Róbert

The hospitals and ambulance had treated around 20000 wounded in Budapest, both Soviets, SPA and revolutionaries. The mortal cases are estimated to be around 1600 but it's hard to tell the actual number of casualties: the funerals were held in several waves and the medical death reports were forged to protect the family of the deceased revolutionaries from retribution.

MOVEMENT

A Revolutionary player may move on the board **before taking each action** during their turn. If the player has more than one action in their turn, they can move before each of them, but **not after the last action** is spent.

During movement, a player may take any number of movement steps. A **movement step** is taking the player piece from its current location to an **adjacent location**. Two locations are **adjacent** if their photos are connected with pinned strings.

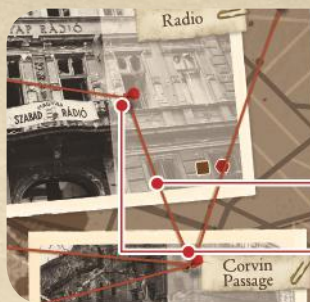
!

Each turn, the **first movement step** of each Revolutionary is free. If a revolutionary has more than one action during their turn, only the first movement step (prior to the first action) is free. Each **additional** movement step requires the player to **discard 1 revolutionary card** (of any type).



Tip: Use the 2-sided free movement markers to keep track of the free movements taken. Each player has one of these markers.





Board locations example:
Radio and Corvin Passage
are adjacent locations.

String

Pin

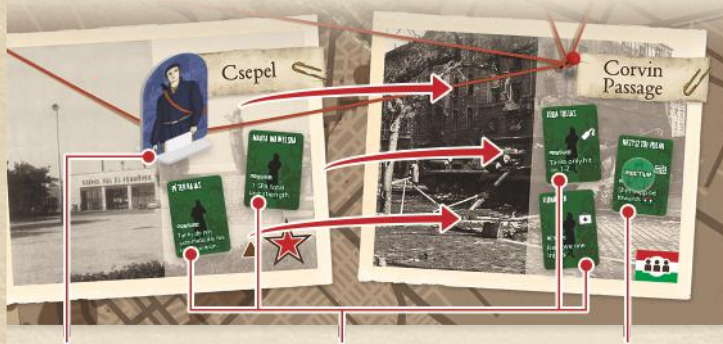
Moving active fighters

When moving, the players may take a **maximum of 2 active fighters** along with them (See Actions subsection on how to activate fighters).



The number of active fighters in one location cannot exceed 4 at any point. If bringing one or more would cause this number to be exceeded, that fighter must be left behind.

Fighter movement example: Blue player makes a legal move from Csepel to Corvin Passage moving 2 active fighters and having 4 active fighters on his destination.



Blue player

Active fighters

Inactive fighter

ACTIONS

After movement (or staying in place) the player may spend their available action(s). Most of the actions require using revolutionary cards or active fighters, but not all of them. There are 7 different actions to choose from.

1. **Activate a fighter** to aid the revolutionary players
2. **Resolve an event** to gain its reward
3. **Attack militia** and draw one card at critical success
4. **Destroy a tank** and increase morale
5. **Use card or fighter ability**
6. **Give or take cards** to / from another Revolutionary
7. **Draw one card**

The actions may be taken in **any order**, and the same action can be performed more than once.

Action 1: Activate a fighter

Remove the inactive marker from a face up fighter tile in the same location as the player.

If there is another (face down) fighter tile in the location, reveal it and place the inactive marker on it, otherwise remove the marker from the board. The “Activate a fighter” action cannot be carried out in a location with 4 active fighters already, as only 4 active fighters can be in the same location at the same time.

Note: There are 22 active fighters in the game each of them with unique names, resource icons and abilities.

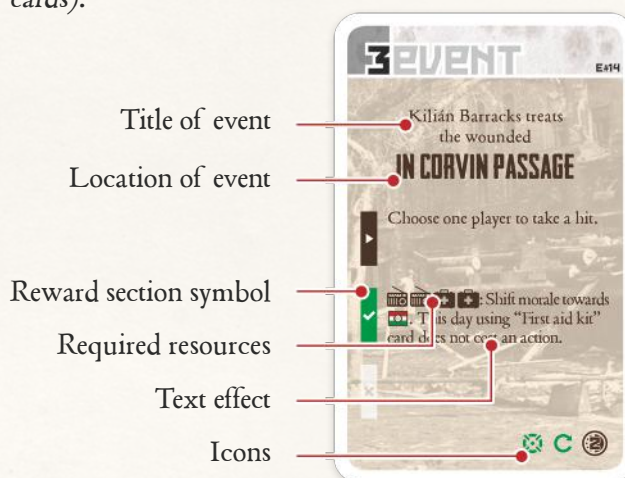


Inactive and active fighter

Action 2: Resolve an event

Collect enough resource icons to resolve an event in the same location as the player.

Event cards have resources indicated in their **reward section** (green tick ✓). This indicates the resources that the revolutionaries will need to provide in order to resolve that event (See Appendix B for details of specific event cards).



An event card

The six **resources** and their icons are

Information	Medical	Molotov
Food	Ammunition	Vehicle

The icons for resolution can be collected from **active fighters** in the location of the event. Additionally, the **acting player** may discard any number of **revolutionary cards** from their hand and collect the icons shown in their top-left corner. Other players, even those on the same location, cannot discard cards to help. A card with 2 of the same icons gives both of them, with the exception of the “Aid” card, which only counts as one of the icons it displays.

Each icon collected through the played cards as well as active fighters **must match** each icon on the event reward section. Any excess icons are ignored. If players provide all of the icons on the reward section, the event is successfully resolved.

Resource icon example: A player collects resources from an active fighter and 2 discarded cards, matches them with the resources on the event card and successfully resolves the event.



The Fighter provides one excess 🍴 food resource.

Some event cards have a $\times$ icon after a resource. The player must provide a number of resources equal to or more than the total number of event cards (including itself) placed on locations on the board.

If there are 3 event cards on locations on the board, this event needs 3 📰 (information) to resolve!

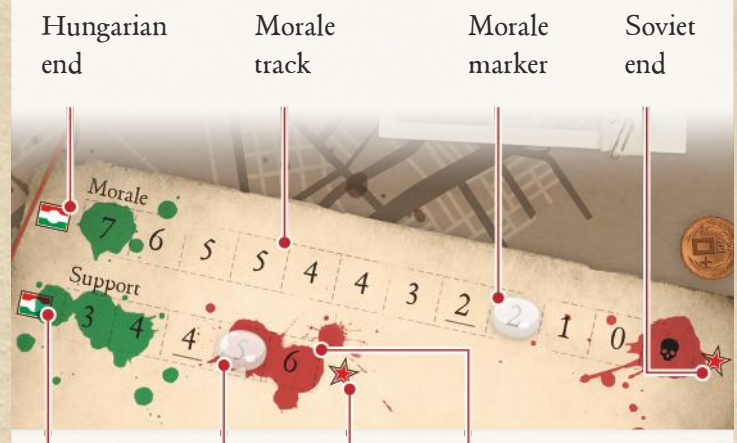


An event card

An event must be resolved in **one action**. If successful, remove the event card from the board and discard it.

When an event is resolved the acting player executes the text effect of the **reward section** ✅. Here are some important clarifications regarding rewards gained from resolving an event:

- **Shift morale towards** 🇭🇺 (Hungarian end) or ★ (Soviet end): Move the marker on the morale track one position towards the end with the 🇭🇺 or ★ icon on it, respectively.
- **Shift support towards** 🇭🇺 (Hungarian end) or ★ (Soviet end): Move the marker on the support track one position towards the end with the 🇭🇺 or ★ icon on it, respectively.
- **Move / Remove enemy units** such as militia, snipers or Soviet tanks, depending on the event card reward. *Note: Removing units does not count as killing or destroying them, and no additional rewards are gained unlike during “Action 3: Attack militia” and “Action 4: Destroy a tank” actions.*



Hungarian end

Support marker

Soviet end

Support track

The morale track and the support track

Some event cards have one or several icons on their bottom right corner which indicate an effect to be executed upon **resolving the event**. The icons work in a similar manner to the headline cards (See Phase 1: Soviet phase subsection: Headline step).

Action 3: Attack militia

Collect 1-5 📦 (ammunition) icons to attack the same number of militia (1-5) in the same location as the player. Collect icons in the same manner as seen in “Action 2: Resolve an event”.

Immediately remove the attacked militia units from the board. Additionally, if at least 3 militia units were attacked, draw a card as a reward (hand limit is 10).



Note: Snipers cannot be killed this way, but they can be killed with an Ambush card.

Action 4: Destroy a tank

Collect 3 (molotov) icons to destroy one Soviet tank in the same location as the player. Collect in the same manner as seen in “Action 2: Resolve an event”.

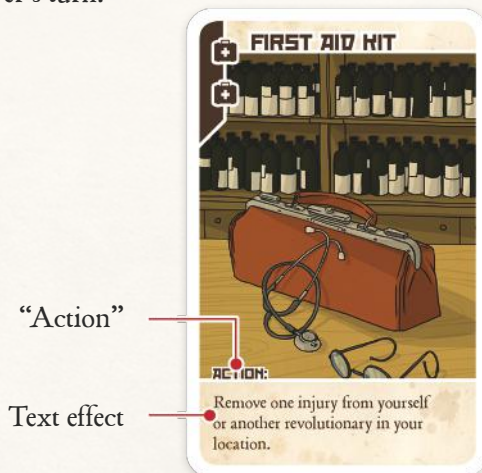
Immediately remove the destroyed tank from the board and shift morale towards 2 times as a reward.



Action 5: Use card or active fighter ability

Revolutionary cards may have abilities written on them. When using a card for its ability, **discard the card** face up and execute the text effect. Card abilities have 2 kinds of labels:

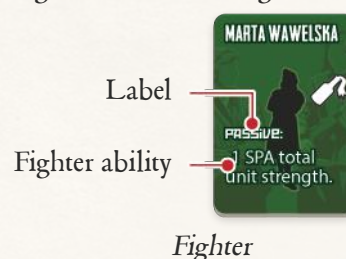
- **“Action”**: the player must **take** an action to use the ability.
- **No label**: the player does not have to take an action to use the ability, and simply executes the text. It can be done before movement, between 2 movement steps, before or after taking an action, but not outside of a player’s turn.



Revolutionary card

Active fighters (and **revolutionary tanks**) may also have abilities written on them (See Appendix C on details of specific fighters and tanks). A fighter must be active in order to use its ability. Active fighter abilities have 3 kinds of labels:

- **“Action”**: each player can use the ability by taking an action in the same location as the fighter.
- **“Once per turn”**: each player can use the ability **once per turn without taking** an action, in the same location as the fighter.
- **“Passive”**: the ability is continuously provided throughout the whole game in the active fighter’s location.



Fighter

Action 6: Give or take cards

A player may choose **one** of the following:

- **Give** any number of cards to one other player (hand limit is 10) **in the same location**.
- **Take** any number of cards from one other player (hand limit is 10) **in the same location**.

Action 7: Draw a card

A player may draw one revolutionary card from the draw deck. If already at hand limit (10 cards), this action may not be taken.



RETALIATION OF SOVIET TANKS

If a player takes an action in the same location as a Soviet tank, it fires at the player **before the action is taken**. Roll a die for each Soviet tank in the location. For every roll of 1-3, deal one **hit**. If the hit removes an active fighter providing a resource icon necessary for the action (for example a Molotov for “Action 3: Destroy a tank”), that resource icon still counts as gathered and the action is still successful.



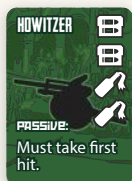
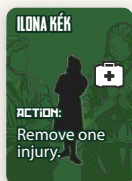
Barricades in a location prevent the Soviet tanks from firing and moving as well as impeding the movement of militia and snipers (see Phase 3: State Protection Authority phase). By playing a “Build barricade” card, a barricade token can be placed in a location. *Note: a single barricade will stop all Soviet tanks in an area from firing before an action.*



HITS

A **hit** is damage dealt to a location and suffered by the Revolutionaries. For each hit to a location, the Revolutionary players must choose one of the following 3 options:

- A Revolutionary player in the location takes an **injury** marker
- An **active fighter** is removed from that location
- A **barricade** is removed from that location



Note: Though after taking the 4th (or 5th) injury you lose the game, several cards and fighter abilities can be used to remove an injury. Fighters can also be revived sometimes. Revolutionary tanks and barricades, however are permanently out of the game once removed.

Note 2: Be careful managing your injuries! Apart from the Soviet tanks, militia and snipers, several headline cards and events can deal injuries.

DRAWING REVOLUTIONARY CARDS

After all the Revolutionary players have taken their turns the Revolutionary team draws revolutionary cards equal to the number indicated by the morale marker on the **morale track**. **Without looking at the cards**, they must distribute them between each other **evenly**. If an even distribution is not possible then a player may be given **one more card** than any other player.

If drawing cards would put a player above their hand limit of 10 cards, any excess cards allocated to those players are distributed between the remaining players if possible. If not, reshuffle these cards into the draw deck.

Drawing revolutionary cards example 1: Morale is 5 and there are 2 players with 5 cards in hand each. Blue player takes 2 cards and Red takes 3. The difference between taken cards is 3-2=1.



Drawing revolutionary cards example 2: Morale is 5 and there are 3 players with 5 cards in hand each. Blue player takes one card, Red takes one, and Yellow takes 3 cards. The difference between taken cards by Red and Yellow is 3-1=2. This is not legal!



PHASE 3: STATE PROTECTION AUTHORITY PHASE

At the end of each day, the Soviet commander executes the orders for the State Protection Authority of Hungary (SPA). The SPA has two types of units: the **militia** and the **sniper**. There can only be a maximum of 14 militia and 5 snipers on the board at any point in the game. Whenever a card would instruct placing units above the limit, the Soviet commander must place just enough to reach the limit. There is no limit on how many units can be in a single location.



Militia



Sniper

Note: Soviet tanks are part of the Soviet Army and they cannot be ordered in the SPA phase.

The SPA cards are placed on the table, face up, forming an **SPA card pool**. In the SPA phase, the Soviet commander can **either**:

- Play SPA cards from the SPA card pool.
- Retrieve all previously played SPA cards back to the SPA card pool.



The State Protection Authority was the dreaded secret police of the Hungarian Communist regime. Modeled after the Soviet secret service, it was an autonomous force—their orders came directly from the Party. It was comprised of dedicated Hungarians ideologically trained to protect the people from “enemies outside and inside”. They had permission to act above the law: to investigate, interrogate and even kill.

PLAYING SPA CARDS

If the Soviet commander chooses to play cards, he may play any number in any order. Played cards are discarded in order of resolution in a **discard queue**. Put the cards into the queue partially overlapping, so previously discarded cards remain identifiable for all players.



SPA pool with
3 cards remaining



The Soviet
commander
played:

1. Place militia
2. Move militia
3. Attack!
4. Move sniper
5. Attack!

Card play order

SPA pool and discard queue

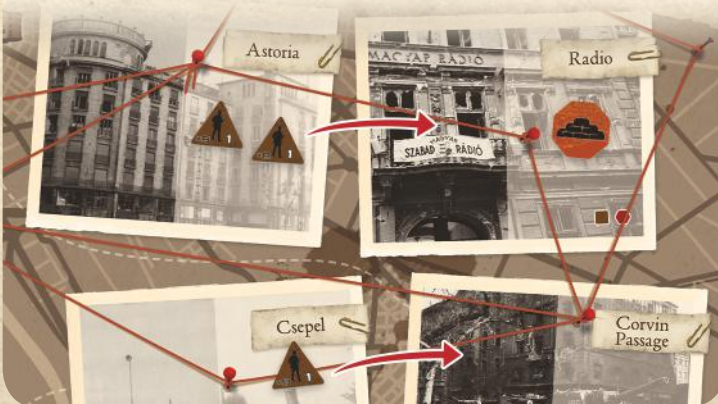
There are 4 different SPA cards. Their effect is explained in detail on the right.



Moving sniper example 1: A sniper moves legally from Radio to Corvin Passage where a barricade is present.

Moving sniper example 2: A sniper can NOT move legally from Corvin Passage with a barricade present.

Moving militia example: One militia is moved once from Astoria to the Radio. A barricade is at the Radio so the militia cannot move from there. Another militia is moved once from Csepel to Corvin Passage. A third militia is left in its place as all movement by the card is optional.



SPA card 1: Move sniper

A single sniper may be moved from its current location to an adjacent location. Two locations are adjacent if their photos are connected with pinned strings.



!

If a barricade is present in a location, the sniper may move into it but may not move out from it.

SPA card 2: Move militia

Choose **one** of the following options:

- Move one militia up to 3 times
- Move one militia up to 2 times and another militia once
- Move up to 3 militia once



!

If a barricade is present in a location, a militia may move into it but not out from it.

SPA card 3: Place militia

Up to 2 militia may be placed together in a single reinforcement location marked with ★. These locations are **Csepel, Széna Square and HWPP Headquarters**.



Note: There can only be a max of 14 militia on the board.

SPA card 4: Attack!

Choose a location with SPA units (militias, snipers) in it to carry out the attack there. 2 Attack! cards can be played on the same day but they **cannot target the same location**.



Calculate the total unit strength. Snipers have a strength of 3, militia have a strength of 1. Then perform the following 2 steps:

1. **Fire:** Roll 2 dice. If the **smaller number** rolled is equal or below the total unit strength, deal **one hit** (See *Revolutionary phase section on hits*). If the **sum of both dice** is equal or below the total unit strength, deal **one more hit**.
2. **Threaten:** If the total unit strength is 9 or more shift the morale towards the ★. If a barricade is present, this step does not happen.





SPA attack example: Corvin Passage is attacked. The total unit strength there is $3+3+1=7$.

Fire: The Soviet commander rolls 2 dice. They land a double hit and Red player chooses to remove the barricade token and take one injury marker. The active fighter is saved.



Threaten: the total unit strength is below 9, the morale is not shifted (even though the barricade is removed).

- Smaller rolled number is below 7 = hit!
- Rolled sum equals 7 = hit!

RETRIEVING SPA CARDS

If the Soviet Commander chooses to retrieve cards he retrieves all of them from the discard queue to the SPA pool. *Note: the Soviet commander may also retrieve SPA cards by playing headline cards on the Soviet phase (See Phase 1: Soviet phase section for details).*

END OF THE DAY

The SPA phase is the last phase of a day. Move the day marker on the calendar one space higher. From the 6th day (October 28th) move to the next row. When the "October 30th" space is reached (at the end of the 7th day), the game ends.

End of the day example: The day marker is moved from 24th to 25th.

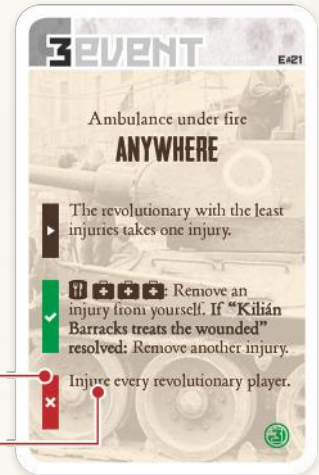


ENDING THE GAME

The game normally ends after the 7th day (October 29th).

EVENT PENALTIES

Some event cards have a **penalty** on them which is indicated in the **penalty section** (red X ). (See Appendix B in the Starter rulebook for details on specific events). If such an event card is on the board unresolved at the end of the game, execute the text effect in the penalty section. Then move onto the evaluation.



Penalty symbol

Text effect

An event card

EVALUATION

On October 30th, the struggling sides sit down to negotiate. If **4 or less events** are placed on locations on the board, the crisis is contained and the Hungarians manage to gain a ceasefire promise from the Soviet leadership, ending the revolution with a **victory of the Revolutionary players**.

If there are **more than 4 event cards** on the board, the revolution fails to live up to the promise and the **Revolutionary players lose**.



Photo: FORTEPAN / Pesti Srác2

Even though that victory will be very short-lived, the Soviet Union invades on the 4th of November, but that is not within the scope of this game. Text on the tank: "Long live the revolution".



Photo: FORTEPAN / Pesti Srác2

After the fall of the revolution approximately 150000 people have left Hungary, mainly to Austria. During this time the Iron Curtain was poorly guarded and fortified.

Many refugees moved further and some of them became renowned—e.g. Vilmos Zsigmond or László Kovács, cinematographers of the films "The Deer Hunter" and "Easy Rider". The two left the country with film footage of the revolution shown later in Western media. TIME Magazine awarded the Hungarian freedom fighters with the title "Man of the Year 1956".

During the semi-finals of the Olympic water polo competitions in Melbourne 1956, the Hungarian national team faced their Soviet counterparts. The so-called "Blood in the Water" match happened on December 6th in which a Hungarian player got hit in the head so badly that he left the pool bleeding.

In May 2016, the UN decided to declassify documents related to the revolution.

IMMEDIATE DEFEAT OR VICTORY

The game ends in an **immediate defeat** for the Revolutionary players if:

- **At any point** in the game **any one player takes the 4th injury marker** in a game with 3 or 2 Revolutionary players or the **5th injury marker** in a game with a single Revolutionary player.
- **At the end of any day** or at the end of the game the **morale marker is on the last space** ☠ of the morale track.

The game can also end in an **immediate victory** for the Revolutionary players, if there are **no tanks** and **no militia** present on the board at any time during the Revolutionary phase.

DIFFICULTY SETTINGS

It is possible to tip the balance in the favor of either side. These options are recommended when some players have more experience with the game than others.

FAVORING THE REVOLUTIONARY PLAYERS

Choose any or all of these options:

- Shift morale towards 🇮🇪 once or 2 times after setup.
- Remove the sniper from the Radio after setup.
- Increase the limit of injuries for immediate defeat by one.
- Activate a fighter in the same location as one of the Revolutionary players.

FAVORING THE SOVIET COMMANDER

Choose any or all of these options:

- Shift morale towards ★ after setup.
- Place one militia in Csepel and/or Stalin Square after setup.
- Shift support towards ★ after setup. This is a rather drastic change.



Photo: Zsombor Zeöld

The answer to the extensive amount of Polish aid lies in the events of WWII. When Germany invaded Poland in 1939, tens of thousands of civilian and military refugees fled to Hungary where they found shelter for years or were free to travel further to join the fight against the Germans. During the Warsaw Uprising (August 1944), Hungarian troops stationed around the Polish capital risked their lives to provide locals ammunition, information and safe passage in and out of the city.

GAME STRUCTURE

CONFLICT RULESET

1. Soviet Phase

1. Headline step
2. Event step
3. Army step
4. Support step
5. Market step

2. Revolutionary phase (For a detailed revolutionary phase, see the back of the Zhukov rulebook)

1. Revolutionary player turns (4x)
 1. Movement
 2. Action & Soviet tanks
2. Drawing cards (morale)

3. SPA phase

- Retrieve all cards back from the queue
«or»
- Play cards from pool
 - Move militia
 - Move sniper
 - Place militia
 - Attack

SPA PHASE

CONFLICT RULESET

Retrieve all cards back from the discard queue.

«or»

Play any number of cards, resolving one at a time, placing into discard queue in order.



Each location can only be attacked once. If strength is 9+ when attacking, shift morale towards ★.

REVOLUTIONARY VICTORY

- Anytime: No militia and Soviet tanks
- End game: 4 or less events



SOVIET PHASE

CONFLICT RULESET

1. Headline step (Collect CP)

Headline cards can be kept for next turn «or» played:



Discard
(no effect)

«or»

Soviet commander
collects CP

&

Revolutionaries resolve



Soviet commander
resolves

«or»

Soviet commander
collects CP

Icons when resolved:

⌚ Lapsing, ⚡ Mark, SPA SPA

2. Event step (Spend CP)

Major event cost:

Base event CP cost + Market slot CP cost



Minor event (H) cost:

Number of H on board + Market slot CP cost



3. Army step (Spend CP)



3 CP to place in **reinforcement location** ★
(Csepel, Széna Square, HWPP headquarters)

1 CP to move

4. Support step

Draw **headlines** (color on calendar) up to **support**.

5. Market step

Keep **2 events** and **discard** the rest.

Slide the 2 events & **refill** with 4 events.

SOVIET VICTORY

- Anytime: 4 injuries on a player (S in 1v1 game)
- Anytime: Morale is on ☠
- End game: 5 or more events

