

DAYS OF IRE

BUDAPEST 1956

Play alone or co-operate to stand
strong against General Zhukov



Zhukov ruleset



1-4 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.

FIRST GAME WITH REDUCED DIFFICULTY

If you are playing the game for the first time, it is recommended to make the game a bit easier for yourselves, and follow all or some of these changes **after the setup**:

- Place the morale marker on the 3 space of the morale track.
- Remove one sniper from Radio
- Remove the inactive marker from a fighter on any location (in short, “activate a fighter”), then flip the other fighter on that location and place the inactive marker on it.

Note: Playing the game with 4 Revolutionaries is extremely challenging! We recommend trying it with less on your first try, and when you dare to play with 4 feel free to use as many of these changes to make the game easier as you like!

GAME STRUCTURE

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

Each day has 3 main phases:

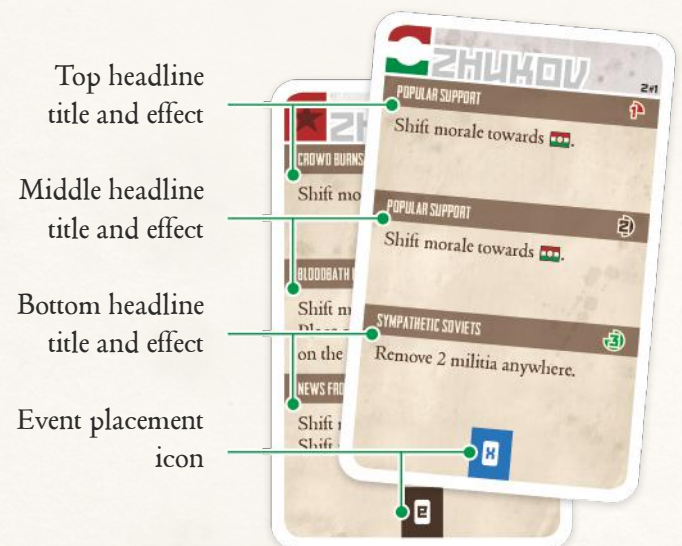
- **Soviet phase:** General Zhukov orders the units of the Soviet army and spreads new events on the board.
- **Revolutionary phase:** The Revolutionary players move on the board, deal with the events, call the people of the street to their side, fight the Soviet Army and the State Protection Authority.
- **State Protection Authority phase:** The State Protection Authority attacks 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 Zhukov deck represents the Soviet commander in the absence of a player taking on the role. The General Zhukov cards can be either **red** or **green** on their front. Green cards help the Revolutionaries while red cards have a negative effect. All cards have 3 **headline titles** and 3 corresponding **headline effects** which belong to the 3 time periods of the revolution and an **event placement** icon which is executed after the appropriate headline text effect.



Red and green General Zhukov cards



Photo: Wikimedia commons

Georgy Konstantinovich Zhukov, a successful WWII general, was the Minister of Defense during the revolution. Although he was commanding the troops stationed in Budapest, at first he was not supporting the idea of a full-scale invasion of Hungary and even considered withdrawing troops from Budapest after seeing the heavy losses of his own troops.

At the start of the Soviet phase on each day, draw **4 cards** from the General Zhukov deck, **resolve them in draw order**, then discard them face up in a separate discard pile. On the 4th day, the General Zhukov deck will run out after drawing the first 2 cards. In this case, shuffle the discarded cards (including the 2 just resolved) to form a new draw deck and draw and resolve 2 more cards from it.

The resolution of a General Zhukov card has 3 steps:

1. Support step
2. Headline step
3. Event step

SUPPORT STEP

Check the position of the **support marker** on the **support track**.

- If the support marker is on the neutral “4” or a colored space **matching the color** of the General Zhukov card: proceed to the **headline step** (and then to the event step).
- If the support marker is on a colored space **different than the color** of the General Zhukov card: Move the support marker **one space towards the neutral 4 space** on the support track and proceed to the **event step** (skipping the headline step).

Support step example 1:

A green General Zhukov card is drawn. As the support marker is on a green “4” (neutral or matching color) proceed to the headline step.



Support step example 2:

A red General Zhukov card is drawn. As the support marker is on a green “4” (different color) move the support marker towards the neutral “4” and proceed to the event step.



HEADLINE STEP

In this step, execute **one of the 3 headlines** on the General Zhukov card and their text effects (See Appendix D on details of specific General Zhukov cards):

- On the **1st** and **2nd** day resolve the **top** headline on the card marked
- On the **3rd**, **4th** and **5th** day resolve the **middle** headline on the card marked
- On the **6th** and **7th** day resolve the **bottom** headline on the card marked

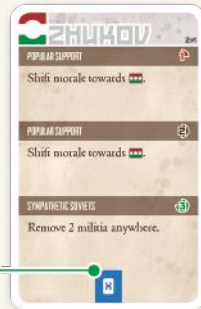
If a text effect has the **C (lapsing)** icon next to it place the General Zhukov card itself on the board as a reminder that the text effect is enforced throughout the whole day, instead of discarding it once resolved. Discard the General Zhukov card at the end of the day.

At the end of the headline step, always **proceed to the event step**.

EVENT STEP

In this step, execute the effect of the **event placement icon** on the bottom of the card. There are 3 types of event placement icons:

Event placement icon



A Zhukov card

There are 3 types of event placement icons:

(Place minor event): Draw an event card from the minor event deck and place it on its **corresponding location**, on the **left side** of the photo. If there is already an event in the target location, discard the minor event instead of placing it.

(Discard major event): Draw an event card from the major event deck and discard it.

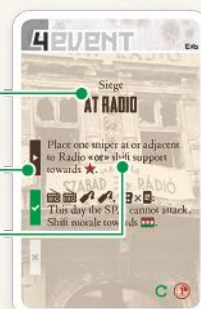
(Place major event): Draw an event card from the major event deck, and place it on its **corresponding location**, on the **left side** of the photo. After placing the event on the board, execute the text effect in the placement section (brown arrow ▶). If the text provides a choice, the players can make the choice.

- If there is an event card already on the corresponding location, **remove that event from the board** without any effect and discard it to free up the space for the drawn event card.
- “Anywhere” events have no corresponding location. They must be placed in any empty location. If there are no empty locations on the board, **discard the event drawn** without effect.

“Siege” is placed on the location Radio

Placement section symbol

Text effect



A Zhukov 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 there is already another event. Discard it from the board without any effect and place the drawn event instead.



PHASE 2: REVOLUTIONARY PHASE

Note: the rules written here are exactly same as the Revolutionary phase described in the Conflict rulebook, with the exception that there can be 4 Revolutionary players in the Zhukov rules.

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	4th player
1 player	4 actions	-	-	-
2 players	2 actions	2 actions	-	-
3 players	2 actions	1 action	1 action	-
4 players	1 action	1 action	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 them.

!

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 / Nagy Gyula

During the revolution, supply and food shortages in shops were regular in Budapest. The counties of Hungary sent tons of food the capital on a daily basis. Hot meals were provided for the fighters by school canteens or hospitals. Students and fighters also helped feeding the locals.

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 it's current location to an **adjacent location**. Two locations are **adjacent** if their photos are connected with pinned strings.

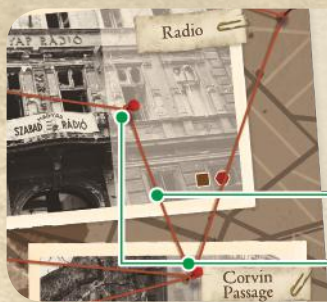
!

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 have one of these markers.





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

String

Pin

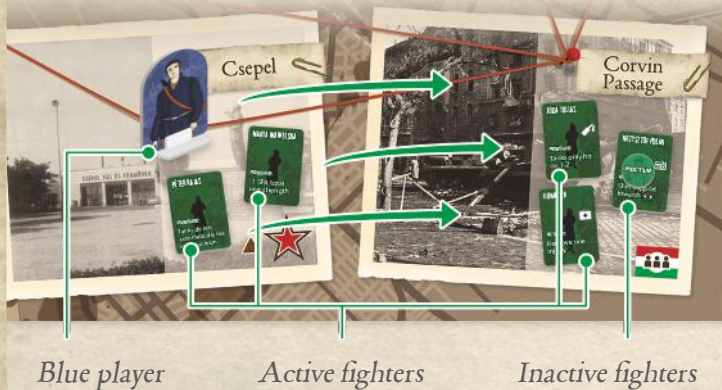
Moving active fighters

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.



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.

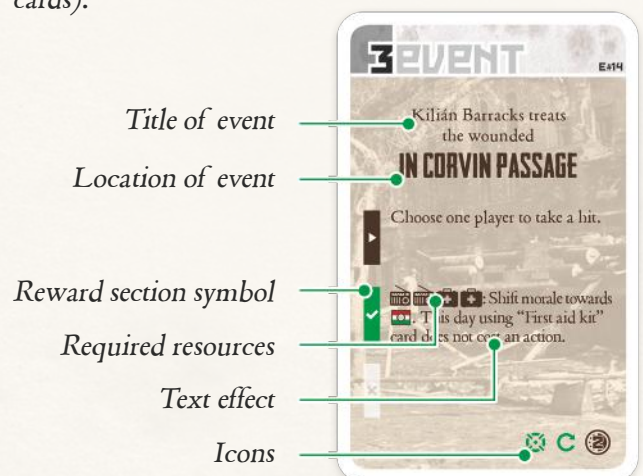


Inactive and active fighter

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 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!

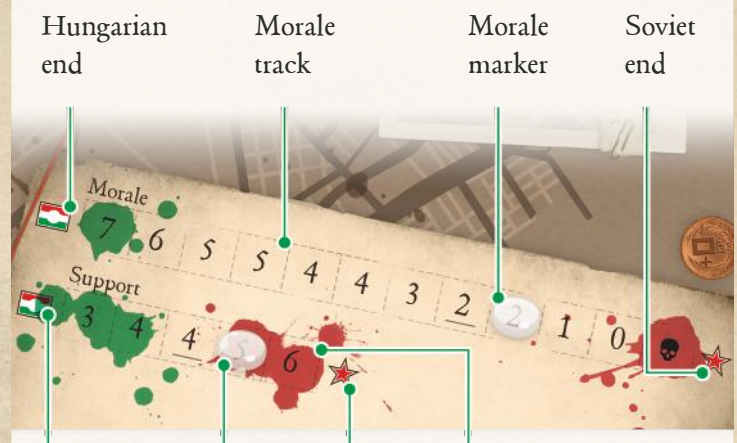


An event card

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.

, , (time period) or (minor event): These icons have no effect and are only important during Setup and in the Soviet phase.

C (lapsing): The reward of the event takes effect for the whole day. After it is resolved, keep the event card next to the board as a reminder and discard the card only at the **end of the day**.

⊗ (mark): After resolving the event place a resolution marker with the same title as the event in the ashtray on the board as a reminder that the event was resolved. Resolved events with the icon change the reward of other specific events and also their placement effect (See Phase 1: Soviet phase section).

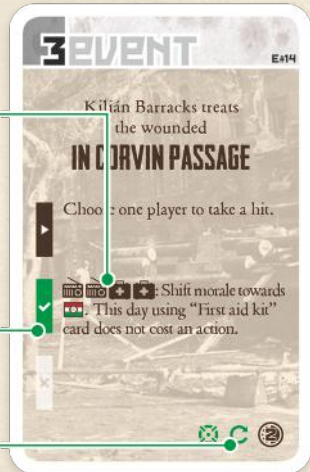
Action 3: Attack militia

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”.

Lapsing example: The card “First aid kit” becomes stronger for the whole day as part of the reward.

Reward section

Lapsing icon



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



Event title: “Kilián Barracks treats the wounded”



Mark icon



The reward of the event “Ambulance under fire” becomes stronger because “Kilián Barracks treats the wounded” was resolved earlier.



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.



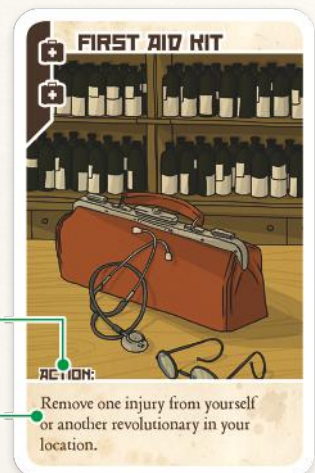
Action 5: Use card or active fighter ability

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.

“Action”

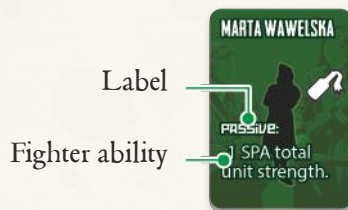
Text effect



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.



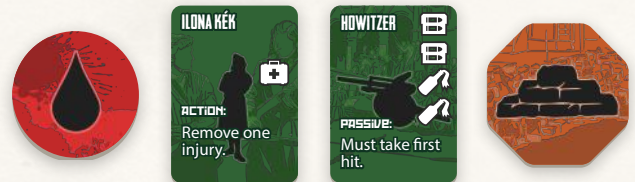
Barricades in a location prevent the Soviet tanks from firing and moving as well as impeding the movement of militia and snipers (see *Phase 3: State Protection Authority phase*). By playing a “Build barricade” card, a barricade token can be placed in a location. *Note: a single barricade will stop all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



STATE PROTECTION AUTHORITY PHASE

In every State Protection Authority phase, perform the following steps without playing any cards:

- 1. Move militia:** Move every militia in locations **adjacent** to a player into the player's location. If a militia is adjacent to multiple players, choose the player earlier in turn. Militias do not move in locations with a player or a barricade.
- 2. Move snipers:** Move every sniper one location closer to the closest player. If more players are the same distance from a sniper, either can be chosen. If multiple paths bring the sniper closer to a player, either can be chosen. The snipers do not move in a location with a player or a barricade.
- 3. Place militia/sniper:**
 - Place one militia each in ★ **Csepel**, ★ **Széna square**, and ★ **HWPP Headquarters**. If there are less than 3 militia left, choose between these three locations.
 - If no militia were placed in this step, place one sniper in **Astoria** instead. If there are no more snipers to place, do nothing.

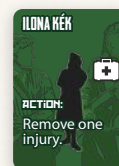


Photo: MTI

The State Protection Authority was the main enforcer of Stalinist ideology in Hungary and therefore was used to break the Christian Churches who had considerable influence in the society. Until 1951, SPA was harassing, blackmailing or murdering priests and pastors or forcing them to collaborate with the SPA to destroy the image and work of the Clergy.

- 4. Attack:** In every location **calculate the total strength** of militia and snipers. Snipers have a strength of 3, militia have a strength of 1. *Note: Soviet tanks are not SPA units and do not add to the total unit strength.*

- Fire:** Roll 2 dice for **all locations** where a **player**, an **active fighter** or a **barricade** is present. If the **smaller number** rolled is equal or below the total strength, deal **one hit** (See Revolutionary phase section on hits). If the **sum of both dice** is equal or below the total strength, deal **one more hit**.

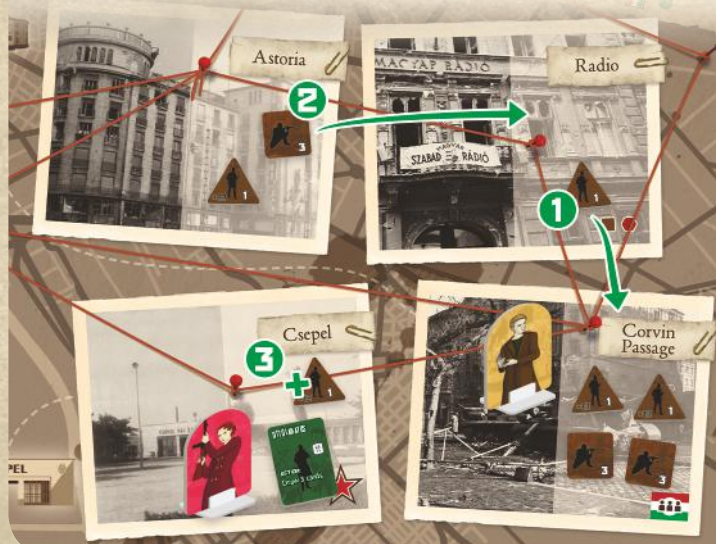


- Threaten:** After firing, for each location with the **total strength of 9 or more**, and no barricades present, shift morale towards ★ once.



State Protection Authority phase example:

- 1. Move militia:** The militia on Radio moves towards the Yellow player. The militia on Astoria is too far and the militia on Corvin Passage are already in the same location as the Yellow player – neither moves.
- 2. Move snipers:** The sniper on Astoria is 2 distance away from both players. They decide to move him to Radio. The snipers on Corvin Passage are already in the same location as the Yellow player and not move.
- 3. Place militia:** One militia is placed on Csepel (along with Széna Square and HWPP Headquarters that are not shown on the image).



4. Attack: Csepel and Corvin Passage is attacked. Total strength in Csepel is $1+1=2$; Total strength in Corvin Passage is $1+1+1+3+3=9$.

- a) Fire: 2 dice are rolled for hits on all attacked locations.
- b) Threaten: Total strength in Corvin Passage is 9. Players shift morale towards ★.



END OF THE DAY

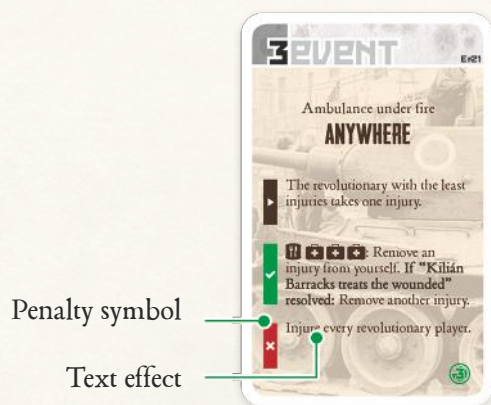
The SPA phase is the last phase of a day. Move the day marker on the calendar one space higher. From the 6th day (October 28th) move to the next row. When the “October 30th” space is reached (at the end of the 7th day), the game ends.

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.



An event card



Photo: FORTEPAN / Pesti Srác2

Until December 1956, authorities fired on the crowd at least 73 times throughout the country. There were instances when fighter planes were ordered to do the task.

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**.

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

Once you played the game a few times with the unmodified difficulty, it is possible to make it even more challenging:

- Shift support towards ★ once, or twice after Setup.
- Add 2 militia to Astoria and / or Blaha Lujza Square during Setup
- Win the game if 3 or less event cards are on the board during Evaluation (instead of 4).

I. SOVIET PHASE

ZHUKOV RULESET

1. Draw a Zhukov card.
2. Resolve card depending on colour and support:
 - If ★, and support is 4, 5, or 6: Execute text.
 - If 🇵🇱, and support is 4, 4, or 3: Execute text.
3. If text not executed: Shift support towards 4.
4. Execute event placement icon:



Place the top card of the minor event deck if the corresponding location is empty of event.



Discard the top card of the major event deck



Place the top card of the major event deck on the board and execute ▶.

Repeat the above steps 4 times each Soviet phase.

3. SPA PHASE

ZHUKOV RULESET

1. **Move militia** if player is adjacent.
2. **Move sniper** towards the closest player.
3. **Place militia/sniper**: 1 militia on all **reinforcement locations** ★, or if none remaining a sniper at **Astoria**.
4. **Attack**: Roll for attack everywhere where there is a target (players, fighters, revolutionary tanks, barricades). If strength 9+ shift morale towards ★.

REVOLUTIONARY VICTORY

(SHARED VICTORY VS ZHUKOV)

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



SOVIET VICTORY

(SHARED LOSS VS ZHUKOV)

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



2. REVOLUTIONARY PHASE

ZHUKOV & CONFLICT RULESET

1. Revolutionary player turns (4x)

Players take turns taking actions (4 in total).



1.1 Movement

- Discard 1 card / movement step
- 1 free movement / day / player
- Take up to 2 active fighters (including revolutionary tanks) with you
- Limit of 4 active fighters and revolutionary tanks in one location

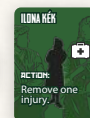


1.2 Action

1. Activate a fighter
2. Resolve an event using 🗑️, 🍴, 🏠, 🚑, 🚒, 🚓, 🚔 and gain reward ✓
3. Attack 1-5 militia with 1-5 🗑️ and gain 1 card if you defeat 3 or more
4. Destroy a Soviet tank with 🚒 🚒 🚒 and gain morale 2 x 🇵🇱
5. Use card or active fighter ability
 - Cards with **ACTION**: cost an action
 - Cards without label do not cost an action
 - Fighters with **ACTION**: cost an action
 - Fighters with **ONCE PER TURN**: do not cost an action
 - Fighters with **PASSIVE**: do not need to be used
6. Give «or» take cards (1-10)
7. Draw 1 card

Tanks fire:

Roll before action: 🎲 1-3 = hit



2. Draw cards

- Number on the Morale track
- Distribute evenly (without looking at the cards)