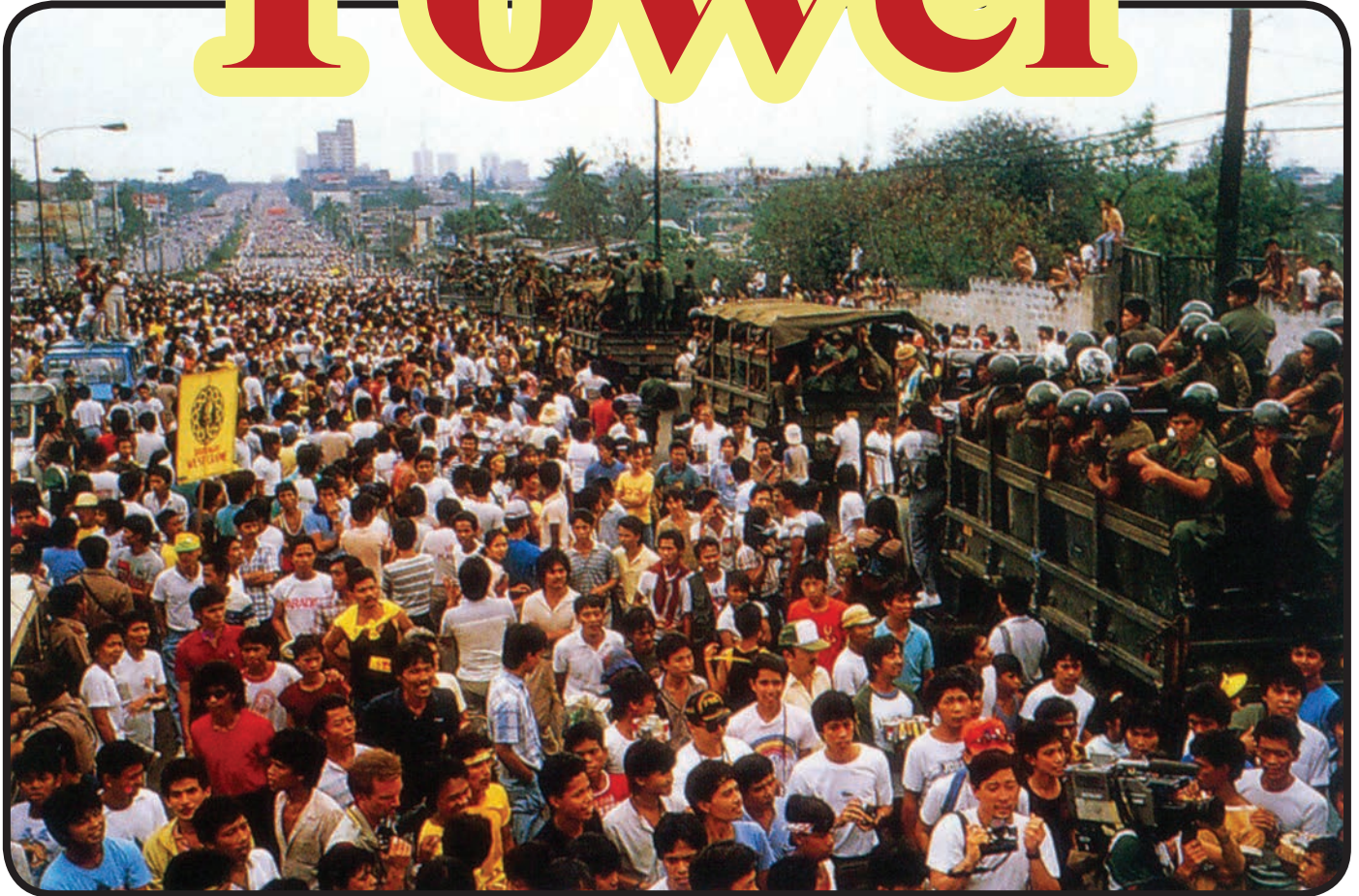


People Power



RULES OF PLAY

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1.0 Introduction

People Power is a 1-3 player board game depicting insurgent and counterinsurgent (COIN) conflict in the Philippines during the mid-1980s. *People Power* depicts the events of a 5-year period during which a violent insurgency and an active pro-democracy movement led to the “People Power” Revolution of 1986. Each player takes the role of one of three Factions seeking to run Philippine affairs: the Marcos Government, the insurgent New People’s Army (NPA), and the nonviolent Reformers. Players use faction-specific actions and historical events to achieve their Faction’s aims. A deck of cards regulates turn order, events, victory checks, and other processes. Additional rules can run Non-player Factions, enabling solitaire or 2-player games.

People Power is Volume XI in the COIN Series of games that uses similar rules to cover a variety of modern and premodern insurgencies. The Playbook lists major rules differences from earlier volumes.

Game setup is explained on pages 16-19 of this rulebook. An index on pages 14-15 lists and defines key game terms. The most important game functions are summarized on several aid sheets.

Important! This rulebook is meant primarily as a rules reference, not as a means to learn the game. We recommend using the included Tutorial guide in the Playbook to learn the game if you are unfamiliar with the COIN Series.

1.1 General Course of Play

In each turn of *People Power*, one card is played from the Event deck. Eligible Factions act in the order printed at the top of the card by performing the Event on the card or by selecting from a menu of Operations and Special Activities specific to their Faction. A Faction that performs an Event or an Operation (in more than one space) generally becomes Ineligible to act on the next card. Election cards mixed in with the Event cards provide opportunities for instant wins, collecting resources, and influencing popular sympathies. Each series of Event cards leading up to an Election Round is called a “Campaign,” and

the game may last up to two or three Campaigns depending on the scenario being played.

1.2 Components

A complete set of *People Power* includes:

- A 22”x17” mounted game board.
- 36 Event cards, 4 Election cards, 12 Personality cards, and 9 Act of Desperation cards.
- 18 Non-player cards.
- 74 wooden pieces, some embossed (see “Available Forces” on the rule book’s back cover for a complete listing).
- 6 embossed cylinders.
- 6 white pawns and 6 black pawns.
- A sheet of counters.
- 3 Player aid foldouts.
- 3 Available Force Displays.
- A Non-player aid foldout.
- Three 6-sided dice—1 red, 1 yellow, 1 blue.
- A background Playbook.
- A Non-player (Bonfiacio) rulebook.
- This rulebook.

1.3 The Map

The map shows the islands of the Philippines divided into two types of spaces, Cities and Countryside. The numbered track that runs along the edge of the board is called the edge track and is used to record Resources, Aid, Patronage, and current victory levels.

1.3.1 Map Spaces. Map spaces are either Cities or Countryside. Cities are round spaces and Countryside spaces are irregular spaces bounded by light borders. Both types of spaces can hold pieces. Each space shows a Population value (Pop) of 1, 2, or 5 in a small white box. Population affects victory via Support of, and Opposition or Resistance to, the Government (1.6), and Government Control (1.7). The South China Sea and the Sulu Sea are labeled for geographic reference only and are not playable spaces.

DESIGN NOTE: Many Countryside spaces cover a large number of islands, which are often connected through formal and informal networks of small boats and airplanes. Nevertheless, the game treats each of these areas as one space, without differentiating between individual islands.

1.3.2 Adjacency. Adjacency affects the movement of pieces and the execution of certain Events. Any two spaces sharing a white border are adjacent.



ADJACENCY EXAMPLE: Manila is adjacent to both Northern Luzon and Southern Luzon. Southern Luzon is adjacent to Manila, Northern Luzon, and Visayas. Northern Luzon is adjacent to Manila and Southern Luzon, but not adjacent to Visayas.

1.3.3 Overflow. Use the “Overflow” boxes for pieces that exceed the room in a space on the map; place the appropriate Overflow marker in that space to indicate where those pieces are currently located.



1.4 Players & Factions

The game may have up to three players, each controlling a Faction: the Government (blue), the NPA (red), or the Reformers (yellow). Each Faction is an enemy to the other two Factions. Regardless of player count, all three Factions are included in every game. Factions not controlled by a player are governed by the Non-player rules covered in the separate Non-player rulebook.

1.4.1 Negotiation. Players may make any mutual arrangements within the rules at any time. All negotiations are open. Once players agree to something within the execution of an Operation, Special Activity, or Event, or during an Election Round, that agreement is binding during the current action only. No agreement outside the scope of the current action is binding. Resources only may be transferred between Factions and only when either the giving or receiving Faction is Eligible according to the Sequence of Play.

PLAY NOTE: For example, players may agree to perform an Event that benefits another Faction, select a specific Personality or Act of Desperation card, choose a certain option in the Sequence of Play, or anything else that they can imagine within the usual options available to them. They may also agree to transfer Resources between their own Factions for any reason,

including as payment for selecting a particular course of action, or just to enable an Operation that would not otherwise be possible.

1.5 Forces

Wooden pieces represent the Factions’ various forces: Government Troops (dark-blue cubes) and Police (light-blue cubes), NPA Guerrillas (red octagons), Reformer Activists (yellow cylinders), and each Faction’s Bases (flat discs in the color of each Faction).

Types of Forces

Government Cubes:

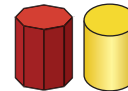


Troops

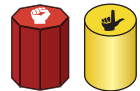


Police

NPA Guerrillas and Reformer Activists:



Underground/Inactive



Active

Bases:



Government



NPA



Reformers

DESIGN NOTE: Bases represent not only bivouacs and training camps but also political and administrative hubs and religious centers.

1.5.1 Availability, Placement, and Removal of Pieces. The number and type of pieces available to each Faction are listed on the back of this rulebook under “Available Forces” and on each Faction’s Available Forces Display mat. Keep pieces not currently on the map on their respective Available Forces Display mat unless otherwise instructed. Place NPA and Reformer Bases in the right-most empty circles on the Available Forces Display mat, leaving numbers revealed that indicate how many Bases are currently on the map. Pieces on each Faction’s Available Forces Display mat are referred to throughout these rules as “Available”.



NPA Available Bases display, with rightmost revealed space indicating the number of NPA Bases currently on the map.

If an Operation, Special Activity, or Event instructs or allows a player to place their own pieces on the map, and no such pieces are Available, the player may remove any desired pieces from the map in order to place them elsewhere. Any piece removed and then placed in this way is treated as having just been placed from Available Forces (e.g., Guerrillas would be placed Underground, regardless of whether they were previously Active). When a piece would be replaced by a piece that is not Available, and the player does not choose to move a piece from elsewhere on the map, the piece to be replaced is simply removed.

EXAMPLE: NPA could execute a Rally Operation even if they had no Guerrillas available. They would simply remove Guerrillas from the map to place them in any spaces permitted by Rally.

1.5.2 Stacking. No more than two Bases may occupy a single map space. A map space may contain one Terror marker or one Protest marker or one Strike marker but never more than one of any of these markers (1.8). Ignore any instructions that violate these restrictions.

1.5.3 Active, Inactive, and Underground. Pieces may be Active, Inactive, or Underground:

- Government cubes (Troops and Police) and Bases of all Factions are always Active.
- Reformer Activists are only (and always) Active when they are in a space with a Protest marker (1.8). Active Activists have their symbol end up, otherwise they are Inactive with their symbol end down. Any time a Protest marker is placed in a space, flip all Activists in that space to Active. Any time a Protest marker is removed for any reason (including when it is turned to its Strike marker side), flip all Activists in that space to Inactive. If an Activist moves into or out of a space with a Protest marker, flip it Active or Inactive as appropriate. Spaces may never have a mix of Active and Inactive Activists.
- Unlike Activists, Guerrillas are Active or Underground individually. Active Guerrillas have their symbol end up, otherwise they are Underground with their symbol end down. When placed on the board during setup and from Available Forces during play, Guerrillas begin Underground. Guerrillas moved between spaces during the game retain their current orientation unless otherwise noted.

PLAY NOTE: Certain Operations and Special Activities affect (or require) only Active, Inactive, or Underground pieces.

1.5.4 Bases Last. Operations, Special Activities, and Events that remove pieces must first remove all of the targeted Faction's non-Base pieces (Troops, Police, Activists, or Guerrillas) before being able to remove that Faction's Base (unless otherwise specified by an Event card). The Player Aid summary sheets use the phrase "Bases last" as a reminder of this.

1.6 Support, Opposition, and Resistance

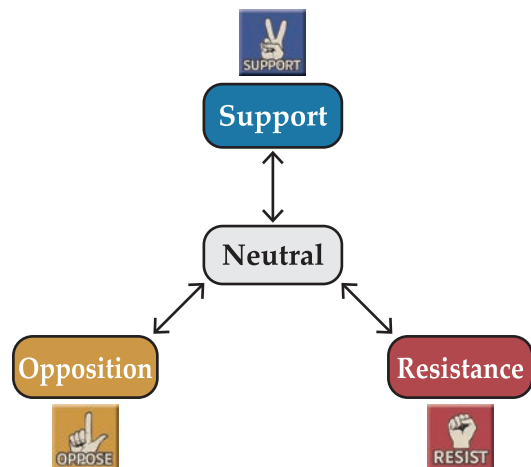
The political alignment of a map space indicates the attitude of its population towards the Factions and affects victory and certain actions. By default each space is Neutral, favoring no Faction. Support indicates favor for the Government, Resistance indicates favor for the NPA, and Opposition indicates favor for the Reformers.

1.6.1 Marking Political Alignment. The political alignment of map spaces is indicated by the presence of a Support, Resistance, or Opposition marker, or by the absence of any marker if the space is Neutral. If an alignment marker is required in a space, place it in that space's "Neutral" box, covering the Neutral status.



Mark political alignment in each space.

1.6.2 Shifting Political Alignment. Game effects can shift political alignments. If a space is Neutral, it can be shifted directly to any specified alignment by placing the appropriate marker. If a space is already at one alignment, a single shift towards either of the other two alignments (or towards Neutral) will instead remove the current alignment marker, making the space Neutral. A second shift would then place an alignment marker of any type (as above). Any shift towards the space's current alignment is ignored (e.g., a shift towards Opposition would not place a second Opposition marker on a space already aligned to Opposition).

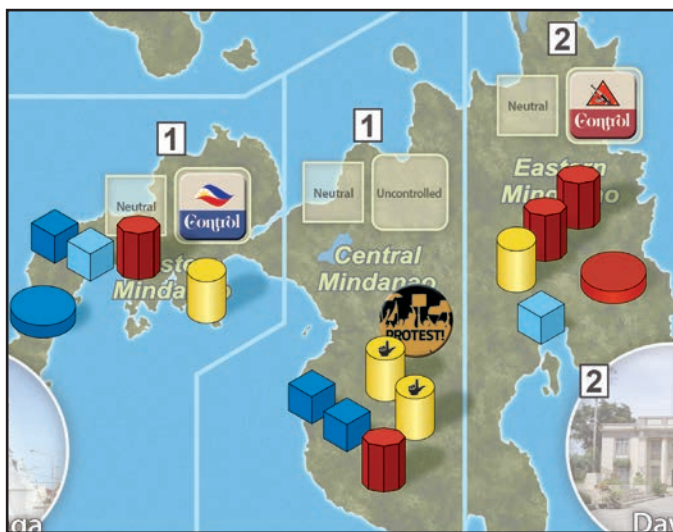


1.6.3 Setting Political Alignment. Some game effects may instead directly set a space to a specific alignment—simply change the political alignment directly, adding or removing markers as necessary.

1.6.4 Total Opposition and Resistance. The Reformer and NPA Factions' victory conditions depend partially on the total Population value of all spaces aligned to Opposition or Resistance respectively (7.0). Adjust each Faction's victory marker on the numbered edge track as any change to Opposition or Resistance occurs (1.10).

1.7 Control

Map spaces are either Controlled by the Government or NPA Factions, or else are Uncontrolled. All Government and NPA pieces, and all Reformer Bases, are always counted when determining Control. Reformer Activists are only counted for Control in spaces that also have a Protest marker, otherwise they are ignored. The Government or NPA Faction Controls a space if their pieces there exceed those of the other two Factions combined (only counting Activists in spaces with Protests), otherwise a space is Uncontrolled. Place a Government or NPA Control marker in the “Uncontrolled” box of any space that they Control—the absence of any Control marker indicates that the space is Uncontrolled. Reformers never Control a space, but their Active pieces may contribute towards preventing Government or NPA Control. Change of Control is immediate and instantaneous, and Control markers should be added or removed as soon as Control changes during play.



EXAMPLE: In Central Mindanao, the Active Reformer Activists count when determining Control because of the presence of the Protest marker. If the space did not have a Protest marker, then the Government would Control Central Mindanao.

Important! When determining Control in a space, only count Activists if there is a Protest marker in that space, but always count Reformer Bases.

Control of board spaces is necessary for all three Government Special Activities (4.2), enables Government Civic Action and NPA Agitation (6.3), and determines where Government cubes (Troops and Police) may redeploy to during the Election Round (6.4). The total Population of spaces with Government Control also contributes to the Government Faction’s victory condition (7.0). Adjust the Government Faction’s victory marker on the numbered edge track as any change to Government Control occurs (1.10).

1.8 Terror, Protest, and Strike Markers

1.8.1 Terror. There are 10 Terror markers, which may be placed into spaces by the NPA Terror Operation (3.4.4), the Government Reprisal Special Activity (4.2.2), and some Events. A space may contain at most one Terror marker (ignore any instruction to place additional Terror markers in a space that already contains one). Terror markers prevent the placement of Protest or Strike markers (see below), enable the Reformer Canvass Special Activity (4.3.3), and increase the cost of the Government Civic Action and NPA Agitation (6.3). Two spare Terror markers are included in case one is lost.



1.8.2 Protest and Strike. There are four double-sided Protest/Strike markers, with Protest on one side and Strike on the other. Two spare Protest/Strike markers are provided but only four should be used at a time. These form a shared pool between the Reformer and NPA Factions, and are placed or flipped by various Operations, Special Activities, and Events. Protest/Strike markers may never be placed into a space containing a Terror marker (1.8.1). A space may contain at most one Protest/Strike marker (ignore any instruction to place additional Protest/Strike markers in a space that already contains one). If all four Protest/Strike markers are placed on the map, then no further Protests or Strikes may be placed until a marker is removed (ignore any part of an Operation, Special Activity, or Event that directs you to place a marker that may not be placed).



A Protest marker is immediately removed the moment there are no Reformer pieces in its space. A Strike marker is immediately removed the moment there are no NPA pieces in its space. Markers of either kind are immediately removed if a Terror marker is placed in its space. Protest markers may also be voluntarily removed with the Assemble Operation (3.3.2), or flipped to become a Strike marker with the Strike Special Activity (4.4.2), and Strike markers may be flipped to become Protest markers with the Persuade Operation (3.3.3).

1.9 Resources, Aid, and Patronage

At any moment, each Faction has between 0 and 40 Resources that it uses to pay for Operations (3.0). During Election Rounds (6.2.1), the level of Aid (between 0 and 40) adds to Government Resources. The level of Patronage (between 0 and 40) contributes to Government victory (7.0).



Mark current values of Resources, Aid, and Patronage on the numbered edge track that runs along the edge of the board. Resources are marked with an embossed cylinder of the Faction’s color (1.4), and Aid and Patronage are tracked with their labeled markers.



1.10 Victory Markers

Each Faction has a victory marker with which to record on the edge track the following totals that determine victory (7.0):



Government Control plus Patronage: The sum of Total Population of spaces with Government Control (1.7) plus Patronage (1.9).



Reformers Opposition plus Bases: The sum of Total Population of spaces with Opposition (1.6) plus the number of Reformer Bases on the map (1.5).



NPA Resistance plus Bases: The sum of Total Population of spaces with Resistance (1.6) plus the number of NPA Bases on the map (1.5).

2.0 Sequence of Play

2.1 Setup

Detailed setup instructions and scenarios are included in the back of this rule book (pages 16-19). Choose a scenario and determine whether to use the optional Personalities (5.3) and Acts of Desperation (5.4). Then prepare the draw deck and set up markers and Faction pieces according to the scenario setup instructions.

2.2 Start

Begin play by turning over the top card of the draw deck and placing it beside the deck to create a played cards pile. The card on top of the played cards pile is the current Event card. All played cards may be inspected at any time. The cards in the draw pile may only be counted.

2.3 Event Card

After revealing an Event card (5.0), every Eligible Faction will choose an available option from the Sequence of Play track (2.3.3), then eligibility will be reset (2.3.6) and a new card will be revealed and placed on top of the played cards pile to continue play (2.3.7).

2.3.1 Eligibility. All Factions start the game Eligible, with their Faction-colored and embossed Eligibility cylinders in the “Eligible Factions” box on the Sequence of Play track. Each Eligible Faction is able to perform actions on an Event card, in Faction order (2.3.2). Factions that execute non-Limited Operations, or execute the Event on the Event card will be Ineligible for the next card, with their Eligibility cylinder placed into the “Ineligible Factions” box during cleanup at the end of the card (2.3.6). All other Factions remain Eligible, and any Faction that was previously Ineligible becomes Eligible.

2.3.2 Faction Order. The three Faction symbols at the top of each Event card determine the order in which Eligible Factions perform their actions. The Eligible Faction with the leftmost

symbol in its color (skipping any Ineligible Factions) is the 1st Eligible Faction and may choose to execute an Operation (in one or more spaces, possibly with a Special Activity), execute the Event, or Pass. The next leftmost Eligible Faction is the 2nd Eligible, and the remaining Eligible Faction (if any) is 3rd Eligible. The shaded icons behind the Faction symbols are used by Non-player Factions (8.9).

Important! Ignore the symbols of Ineligible Factions when determining who will act next on an Event card.

2.3.3 Options for Eligible Factions.

FIRST ELIGIBLE: The 1st Eligible Faction may execute one of the following options:

- An Operation (3.0) with a Special Activity (4.0), or
- An Operation without a Special Activity, or
- A Limited Operation (2.3.5) in one space only, or
- One of the Event options printed on the current Event card (5.0), or
- Pass (2.3.4).

OPTIONS FOR 2ND ELIGIBLE: The 2nd Eligible Faction may execute one of the following options, depending on which option the 1st Eligible Faction executed:

- If the 1st Eligible Faction executed an Operation with a Special Activity, the 2nd Eligible Faction may execute either an Operation without a Special Activity or the current Event.
- If the 1st Eligible Faction executed an Operation without a Special Activity or the current Event, the 2nd Eligible Faction may execute an Operation (with or without a Special Activity).
- The 2nd Eligible Faction may always execute a Limited Operation (2.3.5) in one space only, or choose to Pass (2.3.4), regardless of what the 1st Eligible Faction chose to do.

OPTIONS FOR 3RD ELIGIBLE: The 3rd Eligible Faction may choose to execute a Limited Operation (2.3.5) in one space only, or Pass (2.3.4).

For ease of reference, these options are illustrated as boxes on the game board Sequence of Play track.

PLAY NOTE: A Faction executing an Operation without a Special Activity in a single space (usually a “Limited Operation”) may choose to treat their choice of action as “Operation Only” (if this option is still available) in order to deny the use of the Event to a subsequently Eligible Faction. Place their cylinder in the “Op Only or Event” box in the Sequence of Play track to indicate that this option is no longer available and that this Faction will be Ineligible to act on the next card.

RECORD STEPS: As each Eligible Faction’s actions are completed, move the embossed Eligibility cylinder of the Faction’s color (1.4) from the Eligible Factions box to the appropriate box for the action they performed (or, for Election Rounds [6.0], advance the Election Card marker).

2.3.4 Passing. If any Eligible Faction opts to Pass, it receives +1 Resource (or +3 Resources if Government) and will remain Eligible for the next card. The next Eligible Faction then replaces the Passing Faction as the new 1st or 2nd Eligible Faction and receives the same options listed in 2.3.3 above. Multiple Factions may Pass on each card. If the last Eligible Faction Passes, adjust Eligibility cylinders (2.3.6) and reveal the next Event card from the draw deck.

2.3.5 Limited Operation. A Limited Operation is an Operation in just one space, with no Special Activity. If the Limited Operation is a Sweep (3.2.2), or Assemble (3.3.2), it can move pieces from multiple origin spaces into one destination space. If the Limited Operation is a March (3.4.2), it may involve Guerrillas from only one origin space but may move them to multiple destination spaces. If any Eligible Faction opts to perform a Limited Operation, it will remain Eligible for the next drawn Event. Multiple Factions may take a Limited Operation on each card. The next Eligible Faction in order then replaces that Faction as the new 1st or 2nd Eligible Faction and receives the same options listed in 2.3.3 above. If the last Eligible Faction performs a Limited Operation, adjust Eligibility cylinders (2.3.6) and reveal the next Event card from the draw deck.

2.3.6 Adjust Eligibility. After all Eligible Factions have taken their actions, adjust cylinders on the Sequence of Play Track as follows:

- Move any Faction Eligibility cylinder that is in the “Ineligible Factions”, “Limited Operation”, or “Pass” box (and not rendered Ineligible on the next card by the executed Event text) to the “Eligible Factions” box.
- Move any Faction Eligibility cylinder that is in an “Op + Special Activity” or “Op Only or Event” box to the “Ineligible Factions” box (unless otherwise specified by the executed Event text).

2.3.7 Next Card. After adjusting Eligibility, reveal the draw deck’s top card and place it onto the played cards pile face-up. Proceed with actions on the new card as described above.

2.4 Election Card



When an Election card is revealed, immediately interrupt the usual course of play and conduct an Election Round (6.0), marking each Election Round phase on the Sequence of Play with the “Election” marker. After an Election Card is resolved, it is placed onto the “Election Card” box on the map, covering any previous Election card there.

2.4.1 Current Election. The top (most recently played) Election card in the Elections box shows the most recent Election. Any Momentum effect (5.2) noted for that Election is in effect until it is replaced or covered by the next Election card.

2.4.2 Final Election. When the 1986 SNAP ELECTION card is revealed, conduct the final Election Round Victory phase (6.1). If there is no winning Faction in the final Election Round’s Victory phase, immediately end the game and determine victory (7.3).

3.0 Operations

3.1 Operations in General

A Faction executing an Operation (Op) chooses one of the four Operations listed below and on its Faction aid sheet and selects the map spaces to be involved.

Operations usually cost Resources per space selected; the paying Faction must have enough Resources to pay for the Operation in each selected space.

PLAY NOTE: A Faction without sufficient Resources to perform an Operation could ask another Faction to transfer Resources to them (1.4.1).

3.1.1 Selecting Spaces. Spaces may only be selected once for an Operation and may be selected in any order and at any time during the turn. Spaces selected for Operations may also be selected for Special Activities (4.0) and vice versa.

3.1.2 Pieces May Only Move Once. During Operations that move pieces (Government Sweep, Reformer Assemble, and NPA March), each piece may only move once at most.

3.1.3 Targeting Factions. The Faction executing an Operation makes all decisions regarding targets, pieces to be removed, and friendly pieces to be placed or replaced. Once targeted, a Faction’s pieces are affected to the maximum extent possible.

3.1.4 Pawns. Players may mark the spaces that are selected for Operations (3.0) or Special Activities (4.0) with white or black pawns. The pawns are for convenience and not a limit on the number of spaces that may be selected.

3.1.5 Free Operations. Certain Events (5.1.5) grant free Operations or Special Activities: they cost no Resources and, if performed by a Faction other than the one playing that Event, do not affect its Eligibility (2.3.6). A Civic Action performed as part of a free Train Operation (3.2.1) still costs Resources. Other requirements and procedures still apply unless modified by Event text (5.1.1).

EXAMPLE: The Reformers choose to execute an Event that allows NPA to free Rally in up to two spaces, then Reformers to free Recruit in up to two spaces. This would not affect the NPA’s Eligibility, and the Reformers would then become Ineligible as usual, because they chose to execute an Event.

3.2 Government Operations



The Government may choose from Train, Sweep, Roundup, or Assault Operations.

3.2.1 Train. Train adds Government pieces (1.5) and can build Support (1.6). Select any Cities, and any Countryside spaces with Government Control or with a Government Base. Pay 2 Resources per space selected.

PROCEDURE: First, in each selected City, and in each selected Countryside space with a Government Base, place up to four new cubes (any combination of Available Troops and

Police). Then, in any one selected Government Controlled space, may EITHER:

- Replace any three cubes with one Government Base (respecting stacking limit, 1.5.2), OR
- Conduct a Civic Action to remove a Terror marker (if any) and shift the space up to twice toward Support. The space must have Government Control, at least 1 Troop, at least 1 Police, and may not have a Protest or Strike marker. The Civic Action costs 2 Resources per Terror removed and each shift towards Support even if the Train Operation was free (3.1.5, 5.1.5).

PLAY NOTE: Placing a Base or conducting a Civic Action may be performed in one Train space in addition to potentially placing cubes there first. If this is a Limited Operation, the additional Base placement or Civic Action may only be performed in the one space selected for Train.

3.2.2 Sweep. Sweep may move Troops and Police and can Activate enemy Guerrillas. Select any spaces as destinations. Pay 2 Resources per destination space selected. If a Limited Operation (2.3.5), all moving cubes must end in a single destination space, but may move from any number of other spaces.

PROCEDURE: First, simultaneously move any cubes desired from any spaces without Protest or Strike markers into any selected destination spaces (need not be adjacent). Then, in each selected destination space, Activate (1.5.3) one Guerrilla for every two Troops now present in that space (moved or already there, round odd totals down). If a selected destination space is a City, instead Activate one Guerrilla for every two cubes (Troops or Police) now there (rounded down).

SWEEP EXAMPLE: Government selects Manila for a Sweep. Two Troops from Zamboanga and two Troops from Southern Luzon move to Manila. Any other Troops or Police could also move into Manila from any spaces without Protests or Strikes. Then, one Underground Guerrilla would be Activated for every two cubes now there.

PLAY NOTE: A space may be selected for Sweep just to Activate Guerrillas with cubes already there, without moving in any additional cubes. Sweep may move cubes between any spaces on the board; they do not have to be adjacent.

DESIGN NOTE: The Philippine Armed Forces (AFP) had superior mobility compared to the NPA, and used helicopter transport to move freely. Activists were often tipped off to military operations and were able to avoid military sweeps.

3.2.3 Roundup. Roundup removes Reformer pieces and Protest markers. Select any spaces with Police and Active Reformer pieces. Pay 2 Resources per space selected.

PROCEDURE: In each selected space, remove Active Reformer pieces up to the number of Police in that space. Remove Active Activists before Bases, and only remove Bases once no Activists remain (even Inactive). If the last Reformer piece is

removed from a space, remove any Protest marker from that space as well (1.8). Then, lower Aid by one for every two Reformer pieces removed (round odd totals down).

DESIGN NOTE: The main provider of Aid to the Marcos regime, the United States, frowned upon the violence and media attention that came with large arrests of political activists.

3.2.4 Assault. Assault removes NPA pieces and Strike markers. Select any spaces with cubes and Active NPA pieces. Pay 2 Resources per space selected.

PROCEDURE: In each selected space, remove Active NPA pieces up to the number of Troops if Countryside, or up to the number of cubes (Troops and Police) if City. Remove Active Guerrillas before Bases, and only remove Bases once no Guerrillas remain (even Underground). If the last NPA piece is removed from a space, remove any Strike marker from that space as well (1.8). Then, for every NPA Base removed, increase Aid by 5.

DESIGN NOTE: In contrast to the arrest of Activists, US Aid was dependent on the success of AFP operations against the NPA.

3.3 Reformer Operations



The Reformers may choose from Recruit, Assemble, Persuade, or Protest Operations.

3.3.1 Recruit. Recruit places Reformer Activists or replaces Reformer Activists with Bases. Select any spaces without a Support marker. Pay 1 Resource per space selected.

PROCEDURE: In each selected space, place one new Activist from Available or replace two Activists already in the space with one Reformer Base. If a space already has a Reformer Base, instead place new Activists up to the sum of that space's Population plus the number of Reformer Bases there.

3.3.2 Assemble. Assemble may move Activists and can remove Terror and Protest markers. Select any spaces as destinations. Pay 1 Resource per destination space selected.

PROCEDURE: Move Activists from any adjacent spaces into selected destination spaces, as desired. Active Activists moving into spaces without Protests become Inactive, and Inactive Activists moving into spaces with Protests become Active (1.5.3). Then in each destination space with Reformer pieces (including any pieces that just moved), remove any Terror marker from that space if desired. Finally, remove any number of Protest markers from anywhere on the map (flip Activists in these spaces to Inactive), even from spaces that were not selected as a destination, and even if this is a Limited Operation.

PLAY NOTE: The Reformer player must pay for at least one destination space to remove Protest markers anywhere. Removal of Terror and Protest markers from any spaces is optional.

3.3.3 Persuade. Persuade removes Guerrillas and turns Strikes into Protests. Select any spaces with Activists and Guerrillas. Pay 1 Resource per space selected.

PROCEDURE: In each selected space, remove one Guerrilla for every three Activists (round odd totals down). Then, if a Strike marker is in the space, flip it to its Protest side (and flip Activists there to Active).

3.3.4 Protest. Protest Activates Activists and shifts spaces towards Opposition. Select any spaces with Activists and without either a Terror or Strike marker. Pay 1 Resource per space selected.

PROCEDURE: In each selected space, place an Available Protest marker (and flip Activists there to Active) if no Protest marker is already in the space. Then, if a Protest marker is now present in the space (either just placed or already there), shift the space once towards Opposition.

PLAY NOTE: Protest may select spaces that already have a Protest marker in order to shift towards Opposition. If there are no Available Protest markers to place then the Protest Operation will have no effect in a space that does not already have a Protest marker, but can still be used in spaces that already have a Protest marker.

DESIGN NOTE: The limited number (four) of Protest markers represents the effort and resources needed to sustain a campaign of nonviolent resistance for months and years.

3.4 NPA Operations



The NPA may choose from Rally, March, Attack, or Terror Operations.

3.4.1 Rally. Rally places NPA Guerrillas and replaces NPA Guerrillas with Bases. Select any spaces without Support. Pay 1 Resource per space selected.

PROCEDURE: In each selected space, place one new Guerrilla from Available or replace two Guerrillas already in the space with one Base. If a space already has an NPA Base, instead either place Guerrillas up to the sum of that space's Population plus the number of NPA Bases there, or flip all Guerrillas there Underground.

3.4.2 March. March moves Guerrillas. Select any spaces with Guerrillas as origin spaces. Pay 1 Resource per origin space selected.

PROCEDURE: Move one or more Guerrillas from selected origin spaces into any adjacent spaces. Guerrillas moving from one space to another move as a group. If a destination space is Visayas or Cebu, move no more than one Guerrilla into that destination from each origin space. Flip any Underground Guerrillas in each moving group to Active only if their destination space has Support and the number of Guerrillas in the moving group plus the number of Troops and Police (cubes) in that destination space exceeds three. Moving Guerrillas otherwise retain their original orientation (Active or Underground).

DESIGN NOTE: While Government Sweep and Reformer Assemble pay per destination, NPA March pays per origin. This reflects the need for Government Troops/Police and Reformer Activists to establish a presence in an area after relocating, while NPA Guerrillas generally infiltrate and lay low.

3.4.3 Attack. Attack removes Government pieces. Select any spaces with Guerrillas and Government pieces. Pay 1 Resource per space selected.

PROCEDURE: In each selected space, Activate all Underground Guerrillas and roll a die. If the result is equal to or less than the number of Guerrillas in that space, the NPA chooses two Government pieces to remove. Government Bases may not be removed while any Troops or Police remain in that space. Decrease Patronage by two for each Government Base removed. Finally, if the roll was '1', place a new Underground Guerrilla in that space from Available.

PLAY NOTE: It is possible to Attack even in a space where all Guerrillas are already Active, in which case they simply remain Active. If there are a mix of Active and Underground Guerrillas in a space selected for Attack, simply Activate all Underground Guerrillas.

3.4.4 Terror. Terror shifts towards Resistance and removes Strike and Protest markers. Select any spaces with at least one Underground Guerrilla. Pay 1 Resource per selected space.

PROCEDURE: In each space, Activate one Underground Guerrilla. Remove any Strike or Protest marker there (flip Activists to Inactive if Protest removed) and place a Terror marker in that space if one was not already there. Then, shift the selected space once towards Resistance.

4.0 Special Activities

4.1 Special Activities in General

When a Faction executes an Operation (3.0), it may sometimes also execute an accompanying Special Activity, if given the option per the Sequence of Play (2.3.3). The Operation Only (2.3.3) and Limited Operation (2.3.5) options do not allow the executing Faction to perform a Special Activity, nor do free Operations granted by Events (unless otherwise stated in the Event text). There is no added Resource cost for performing a Special Activity. As with Operations, the executing Faction selects spaces, Factions, or pieces to be affected by the Special Activity, and the order in which actions are taken. Spaces may only be selected once for a particular Special Activity during a turn, and each space may (but need not) also be selected for an Operation during the same turn. A Faction executing a Special Activity may do so at any one time immediately before, during, or after its accompanying Operation. Events may sometimes grant Special Activities (not further affecting Eligibility, 3.1.5, 5.1.5).

EXAMPLE: NPA may use the Rally Operation in several spaces until they have no Resources, then pause to perform the Extort

Special Activity in order to gain more Resources, then continue to Rally in additional spaces.

PLAY NOTE: Remember that if the 1st Eligible Faction executes an Operation with a Special Activity, the 2nd Eligible Faction receives the option of executing the card's Event but may not execute an Operation with a Special Activity (2.3.3). If the 1st Eligible Faction executes the Event (or an Operation in multiple spaces without a Special Activity), then the 2nd Eligible Faction may use a Special Activity if they execute an Operation (2.3.3).

4.1.1 Accompanying Operations. Some Special Activities can only accompany certain Operations (3.0). Special Activities may otherwise accompany any Operations and take place in any valid spaces.

4.2 Government Special Activities



The Government may choose from Enrich, Reprisal, or Charm Special Activities.

4.2.1 Enrich. Enrich gains Patronage at the cost of removing Support, and may reduce Aid. It may accompany any Government Operation. Select any one non-Manila space with Government Control and Support.

PROCEDURE: Add twice the selected space's Population to Patronage then set the space to Neutral. Reduce Aid by one if possible.

PLAY NOTE: If able to Enrich in multiple spaces due to an Event (5.1.5), reduce Aid by one for each space selected for Enrich. If Aid is already at '0' then Enrich may still be performed just to increase Patronage and remove Support. Enrich may never be performed in Manila.

DESIGN NOTE: US Aid was not the main source of graft for the Marcos Regime; however, the US still frowned upon corruption and conditioned aid on reform.

4.2.2 Reprisal. Reprisal sets spaces to Neutral, places Terror, and relocates enemy Guerrillas or Activists. It may accompany Roundup and Assault Operations. Select one or two spaces with Government Control.

PROCEDURE: In each selected space, set the space to Neutral, place a Terror marker (if none), and remove any Protest or Strike marker (flip Activists to Inactive if Protest removed). Then, move one Guerrilla or Activist there to an adjacent space.

4.2.3 Charm. Charm shifts towards Support and increases Aid at the cost of Patronage. It may accompany Train and Sweep Operations. Select one space with Government Control.

PROCEDURE: Reduce Patronage by one in order to shift the space once towards Support and increase Aid by three.

PLAY NOTE: The Government must be able to reduce Patronage to gain any benefit from using Charm (i.e., the Special Activity will have no effect if Patronage is at '0').

DESIGN NOTE: Ferdinand and Imelda Marcos often funded gaudy public works projects to generate public (and foreign) sympathy. These were often covers for political allies to embezzle funds (which would be represented by a future Enrich Special Activity targeting the same space).

4.3 Reformer Special Activities



The Reformers may choose from Appeal, Convert, and Canvass Special Activities.

4.3.1 Appeal. Appeal increases Reformer Resources at the cost of removing Activists. It may accompany any Reformer Operation. Select any spaces with Activists and without Protest markers.

PROCEDURE: Move any number of Activists from the selected spaces to Available. Increase Reformer Resources by two for each Activist removed in this way.

DESIGN NOTE: Many anti-Marcos activists traveled within the Philippines and overseas to raise funds and promote their cause.

4.3.2 Convert. Convert replaces Government pieces with Reformer pieces and reduces Patronage. It may accompany Recruit, Persuade, and Protest Operations. Select one or two spaces with Active Activists and Government pieces.

PROCEDURE: In each space, either remove two cubes or replace one cube with an Activist (remove or replace Police before Troops). The Reformers may instead replace a Government Base without cubes with a Reformer Base. Then, reduce Patronage by one for each selected space where cubes were removed or replaced and by two for each space where a Government Base was replaced.

4.3.3 Canvass. Canvass sets spaces directly to Opposition and removes Terror. It may accompany Assemble and Persuade Operations. Select any one space with Activists and a Terror marker.

PROCEDURE: Set the selected space to Opposition and remove the Terror marker from the space.

DESIGN NOTE: While intended to silence political opponents and suppress activities in an area, Terror (whether due to the Government or the NPA) opened the door to a shift in popular opinion due to collateral damage, resentment, and fear.

4.4 NPA Special Activities



The NPA may choose from Extort, Strike, and Ambush Special Activities.

4.4.1 Extort. Extort increases NPA Resources. It may accompany Rally, March, or Terror Operations. Select any spaces without Government Control and with an Underground Guerrilla.

PROCEDURE: In each space, Activate one Underground Guerrilla and increase NPA Resources by one.

4.4.2 Strike. Strike removes Activists, places Strike markers or flips Protest markers to Strike markers, and shifts spaces towards Resistance. It may only accompany the March Operation. Select one or two Cities with Underground Guerrillas and no Terror markers.

PROCEDURE: In each City, Activate an Underground Guerrilla and remove up to one Activist. Place an Available Strike marker if none there, or if a Protest marker is already in the space, flip it to its Strike side (flip Activists there to Inactive). Then, if a Strike marker is now present in the City, shift the space once towards Resistance.

PLAY NOTE: Like Protest, Strike can only shift a space towards Resistance if there are markers available to place (or if a Protest marker can be flipped to a Strike marker in that space, or if a Strike marker is already there). Strike is also not possible in any space where there is Terror.

4.4.3 Ambush. Ambush enables the NPA to ensure the success of one Attack and avoid exposure of their Guerrillas. It may accompany March or Attack. Select one space with an Underground NPA Guerrilla who just Marched or is about to Attack (remember to pay 1 Resource for selecting that space for Attack). An Ambush granted by an Event occurs as if a free Attack Operation (5.1.5) was about to be conducted in the selected space.

PROCEDURE: Instead of the usual Attack procedure (3.4.3), Activate one Underground Guerrilla only and remove two Government pieces (do not roll for the Attack). Finally, place a new Underground Guerrilla in that space from Available.

PLAY NOTE: An Ambush accompanying an Attack modifies the Attack in that space, rather than adding a second Attack there. An Ambush accompanying a March adds an additional free Attack in the selected space, modified as above.

5.0 Events, Personalities, and Acts of Desperation

Each Event bears a title, bolded flavor text, and the game effects of the Event itself. The flavor text is provided for historical interest only and has no effect on play.

5.1 Executing Events



When a Faction executes an Event, it carries out the Event text literally and in order from top to bottom. Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected or which Faction will execute a free Operation (5.1.5). If another Faction is specified or selected to take an action, that Faction decides the details of the action.

5.1.1 Event Guidelines. Where Event text contradicts rules, the Event usually takes precedence. However, Events may not raise Resources, Aid, or Patronage beyond 40, or reduce them below zero (1.9), and they may not place Bases or Terror, Protest, or Strike markers in violation of the stacking limit (1.5.2).

5.1.2 Spaces. Select space(s) for events where as much as possible of the Event text can be carried out. If even per the above not all of an executed Event's text can be carried out, implement that which can. The active Faction may select from among applicable spaces if there is still a choice of which to select.

5.1.3 Event Reminders. When executing an Event, remember that:

- When a Protest marker is placed in a space, all Activists there are flipped to Active. When a Protest marker is removed from a space, all Activists there are flipped to Inactive.
- If the final Reformer piece is removed from a space, also remove any Protest marker there. If the final NPA piece is removed from a space, also remove any Strike marker there.
- If a Terror marker is placed in a space, remove any Protest or Strike marker there and flip all Activists to Inactive.

5.1.4 Dual Use. All Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the Government Faction, and the shaded text often favors the Reformer and NPA Factions, the Faction executing an Event may select either option.

5.1.5 Free Operations and Special Activities. Some Events may grant a Faction (or Factions) an immediate Operation or Special Activity that interrupts the usual sequence of play and is typically free: it has no Resource cost and does not affect Eligibility (2.3.1), though other procedures and restrictions remain unless modified by Event text (5.1.1).

A Civic Action costs Resources even if it is part of a free Train Operation (3.2.1). A free Roundup Operation (3.2.3) or Enrich Special Activity (4.2.1) may still reduce Aid. A free Charm Special Activity still requires the Government to spend 1 Patronage per space selected (4.2.3). A free Ambush Special Activity occurs as if an Attack is occurring in the space at no Resource cost (4.4.3).

5.2 Momentum Effects

Election (2.4) and Personality (5.3) cards have text that includes lasting effects. The effects of these cards last until the card is covered up or removed from the game during the appropriate step of the next Election Round (6.0).

5.3 Personality Cards



Each Faction has a set of four Personality cards representing some of the most important and visible people of each Faction. These cards are played during set up (2.1) and during the Newsmakers phase of the Election Round (6.5). The Momentum effect (5.2) of a played Personality card is in effect until it is removed from the game during the following Election Round's Newsmakers phase (6.5).

PLAY NOTE: Personalities have effects that last throughout an entire Campaign. While they are in play, players should adjust their strategies to take advantage of the powerful but time-limited effects of these cards.

Optional: Players may agree before playing to omit the Personality cards from the game; if playing with this optional rule, skip the Personality step of the Newsmakers phase of the Election Round (6.5.1).

5.4 Acts of Desperation



Each Faction has a set of three Acts of Desperation cards, representing the events of the popular uprising in February 1986. One of these cards is selected by each Faction during the Newsmakers phase of the 1984 Election Round (6.5.2) and may have an effect during the Victory phase of the final Election Round (6.1.2). Each card has a condition that must be met in order for the card to be resolved; if this condition is not met

during the final Victory phase, it is removed from the game without effect.

PLAY NOTE: Acts of Desperation are powerful effects that reflect the strategic options that were available to each Faction during the People Power Revolution of 1986. They are played at the start of the final Campaign to give players time to position their forces for maximum effect!

Optional: Players may agree before playing to omit the Acts of Desperation cards from the game; if playing with this optional rule, skip the Desperation step of the Newsmakers phase of the Election Round (6.5.2) and the Acts of Desperation step of the final Victory phase (6.1.2).

6.0 Election Rounds



Conduct an Election Round in the sequence of phases below when each Election card is revealed. There will be either two or three total Election Rounds in the game, depending on the scenario being played.

6.1 Victory Phase

6.1.1 Strike! Lower Patronage by one for every Strike marker on the map.

6.1.2 Acts of Desperation. If this is the final Election Round (2.4.2), resolve each Faction's Acts of Desperation card (5.4), starting with the Faction with the current lowest victory margin (7.2) and ending with the Faction with the current highest victory margin (use 7.3 in case of ties).

PLAY NOTE: Check victory margins and establish the order in which Acts of Desperation will be played once before resolving them. This order will not change as they are resolved.

6.1.3 Victory Check. If any Faction has met its Victory condition (7.1), the game ends; determine victory (7.3). If no Faction has met its Victory condition, continue through the phases below.

6.1.4 Game End? If, and only if, this is the final Election Round (2.4.2), end the game immediately and determine victory (7.2).

6.2 Resources Phase

During this phase, Factions earn Resources up to a maximum of 40 (1.9).

6.2.1 Government Earnings. Increase Government Resources by the combined total of Aid plus the Population of Government Controlled spaces. Then, reset Aid to 5.

6.2.2 Reformer Earnings. Increase Reformer Resources by the total Population of spaces with Opposition markers.

6.2.3 NPA Earnings. Increase NPA Resources by twice the number of NPA Bases on the map.

6.3 Support Phase

During the Support phase, the Government and NPA may spend Resources to affect popular Support and Resistance (1.6), and the Reformers may place a Reformer Base. There is no limit to the number of markers removed, shifts made, or Resources that may be spent (up to the total amount of Resources possessed by a Faction) during this phase.

6.3.1 Civic Action. In spaces with Troops, Police, and Government Control, the Government may perform a Civic Action. Unlike during a Train Operation, Civic Action during the Support Phase of the Election Round may be performed in a space with a Protest or Strike, and either such marker must be removed (by paying) before shifting towards Support. For every 2 Resources spent, remove a Terror, Protest, or Strike marker, or, if no Terror, Protest, or Strike marker is present in a space, shift that space once towards Support.

6.3.2 Agitation. In spaces with NPA Control, the NPA may Agitate. For every 1 Resource spent, remove a Terror or Protest marker, or, if no Terror or Protest marker is present in a space, shift that space once towards Resistance.

6.3.3 Foundation. In any one space without Government Control, the Reformers may place one Reformer Base, respecting stacking (1.5.2).

6.4 Redeploy

The Government Faction (only) redeploys its cubes as follows. First, the Government may move Police from any spaces on the map directly to any spaces with Government Control. Then, the Government must move all Troops to Cities with Government Control, spaces with a Government Base, or Manila (Troops already in such spaces may remain in place, but may be moved to other valid spaces if desired).

6.5 Newsmakers Phase

PLAY NOTE: Skip either part of the Newsmakers Phase if one or both of these options are not being used in the current game (5.3, 5.4).

6.5.1 Personalities. Remove all face-up Personality cards from the game. Each Faction then chooses one of their Personality cards that has not been already played and places it face down in front of them. Once each Faction has selected a Personality card, turn each Faction's Personality card face-up. These Personalities' Momentum effects (5.2) are in play until the next Newsmakers phase.

6.5.2 Desperation. If the current Election card is the 1984 PARLIAMENTARY ELECTION, each Faction selects one of their Acts of Desperation cards and places it face-down in front of them. Once each Faction has selected an Act of Desperation, turn each Faction's Act of Desperation card face-up. These Acts of Desperation may have an effect during the final Victory phase (6.1.2).

Optional: Players may agree before playing to keep their selected Acts of Desperation hidden until the final Victory phase. This option can add tension to the game, but is best used only once all players are familiar with each of the nine Acts of Desperation cards.

6.6 Reset

Then, prepare for the next Campaign as follows:

- Remove all Terror and Strike markers and flip all Guerrillas Underground.
- Remove all Protest markers and flip all Activists Inactive.
- Place the current Election Card into the Election Card box on the game board.
- Mark all Factions Eligible (2.3.1).
- Reveal the next Event card and continue play (2.3).

7.0 Victory

Each Faction has unique victory conditions, covered below and on the Faction aid sheets.

7.1 Victory Thresholds

Check victory at the start of each Election Round (6.1.3) by comparing the positions of the various victory markers (1.9) to the thresholds marked on the edge track:

- **Government:** Total Population of spaces with Government Control (1.7) plus Patronage (1.9) exceeds 18.
- **Reformers:** Total Population of spaces with Opposition markers (1.6) plus the number of Reformer Bases on the map (1.5) exceeds 12.
- **NPA:** Total Population of spaces with Resistance markers (1.6) plus the number of NPA Bases on the map (1.5) exceeds 13.

If any Factions have met their victory condition, the game ends immediately; determine a winner (7.3). If none have, the game continues with the rest of the Election Round (6.2 through 6.6), unless this is the final Election Round (7.2).

7.2 Victory Margins

If the final Election Round Victory phase (6.1) is completed without a victory check win (7.1), the Faction with the highest victory margin wins. The victory margin is the amount a Faction is beyond or short of its condition, as indicated below:

- **Government:** Total Population of spaces with Government Control (1.7) plus Patronage (1.9), minus 18.
- **Reformers:** Total Population of spaces with Opposition markers (1.6) plus the number of Reformer Bases on the map (1.5), minus 12.
- **NPA:** Total Population of spaces with Resistance markers (1.6) plus the number of NPA Bases on the map (1.5), minus 13.

PLAY NOTE: The victory margin will be positive if the Faction has reached its goal, negative or zero if it has not.

7.3 Ranking Wins and Breaking Ties

Whenever any player passes a victory check (7.1) or if none does by game end, the Faction that reached the highest victory margin (7.2) comes in first place, second highest comes in second place, and so forth. Ties between margins go to the Reformers, then NPA, and then Government.

Key Terms Index

Accompanying: Operation required for a Special Activity. (4.1.1)

Activate: Flip Guerrillas Active. Activists become Active automatically in Protest spaces. (1.5.3)

Active Pieces: Troops, Police, Active Guerrillas (symbol end up), Bases, Activists in Protest spaces (symbol end up). (1.5.3)

Activists: Reformer cylinder-shaped pieces. (1.5)

Acts of Desperation (AoD): Cards depicting desperate actions during the 1986 election that grant each Faction a final chance to adjust victory totals. (5.4)

Adjacent: Spaces next to each other for actions or Events. (1.3.2)

Aid: Quantity added to Government Resources during the Election Round. (1.9)

Agitation: NPA action to increase Resistance, conducted in the Election Round. (6.3.2)

Ambush: NPA Special Activity ensuring Attack success. (4.4.3)

Appeal: Reformer Special Activity that adds Resources. (4.3.1)

Assault: Government Operation to remove Active NPA pieces. (3.2.4)

Assemble: Reformer Operation to move Activists and remove Terror and Protests. (3.3.2)

Attack: NPA Operation to remove Government pieces. (3.4.3)

Available: Pieces on Available Forces Display mats, waiting to be placed. (1.5.1)

Base: Immobile pieces that affect Rally, Recruit, Resources, and Victory, among other functions. (1.5)

Bases Last: Frequent requirement that no protecting Activists, cubes, or Guerrillas be in a space before removing a Base. (1.5.4)

Campaign: Event card series leading up to an Election Round. (1.1)

Canvass: Reformer Special Activity that removes Terror and sets the space to Opposition. (4.3.3)

Charm: Government Special Activity that increases Support and Aid. (4.2.3)

City: Urban space. (1.3.1)

Civic Action: Government action to increase Support, conducted either with the Train Operation or in the Election Round. (3.2.1, 6.3.1)

Control (Government and NPA only): More friendly pieces in a space than all other pieces combined, excluding Inactive Activists. (1.7)

Control + Patronage: Total Population of spaces with Government Control plus Patronage; Government Victory level. (1.10, 7.0)

Convert: Reformer Special Activity that replaces Government pieces and reduces Patronage. (4.3.2)

Cost: Resources spent by Factions on an Operation. (3.1)

Countryside: Rural space. (1.3.1)

Cube: Government Troops or Police piece. (1.5)

Cylinder: Token to mark a Faction's Resources or Eligibility. (1.9, 2.3.1)

Dual Use: Event with two alternative effects. (5.1.4)

Election Cards: Cards triggering Rounds that include victory checks, Resource allocation, and several other periodic functions. (2.4, 6.0)

Eligible: Faction able to execute Event or Operation: per Faction order, 1st, 2nd, or 3rd Eligible. (2.3.1)

Enrich: Government Special Activity that adds Patronage. (4.2.1)

Event: Card with Faction order and text a Faction may execute. (5.1)

Execute: Implement Event or conduct Operation or Special Activity. (2.3)

Extort: NPA Special Activity that adds Resources. (4.4.1)

Faction: Player or Non-player role: Reformers, Government, NPA. (1.4)

Faction Order: Card icons determining Eligibility. (2.3.2)

Flip: Switch Activist or Guerrilla between Inactive/Underground and Active. (1.5.3)

Foundation: Reformer action to place a Base, conducted in the Election Round. (6.3.3)

Friendly: Pieces belonging to the executing Faction. (1.4)

Government: A Faction committed to maintaining the status quo and enriching political cronies. (1.4)

Guerrilla: Mobile NPA piece. (1.5)

Inactive: Activists, symbol end down; not subject to Roundup. Activists in spaces without a Protest marker are always Inactive. (1.5.3)

Ineligible: Faction skipped in Faction order. (2.3.1)

Limited Operation: Operation in one space with no Special Activity, allowing that Faction to stay Eligible for the next card. (2.3.5)

March: NPA Operation to move Guerrillas. (3.4.2)

Momentum: A card effect lasting for the duration of one Campaign, granted by an Election or Personality card. (5.2)

Neutral: Space not in Support, Opposition, or Resistance. (1.6.1)

NPA (New People's Army): A Faction committed to the violent overthrow of the Government. (1.4)

Operation (Op): Core action a Faction takes with its pieces. (3.0)

Oppose + Bases: Total Population of spaces with Opposition plus Reformer Bases on map; Reformer Victory level. (1.10, 7.0)

Opposition: A space's population involved in Reformer-led non-violent opposition to the Government. (1.6)

Overflow: Box and marker to help manage overcrowding. (1.3.3)

Pass: Decline to execute an Event or Op when Eligible. (2.3.4)

Patronage: A measure of the Marcos regime's success in diverting wealth to its friends to solidify its rule. (1.9)

Pawn: A token to designate spaces selected for Operation or Special Activity. (3.1.4)

Personalities: Cards depicting influential figures that offer Momentum effects for each Faction. (5.3)

Persuade: Reformer Operation to remove Guerrillas and replace Strike markers with Protest markers (3.3.3).

Phase: Part of an Election Round. (6.0)

Pieces: Troops, Police, Activists, Guerrillas, and Bases. (1.5)

Place: Move a piece from Available to the map. (1.5.1)

Police: Government pieces that maintain control and help pacify locals. (1.5)

Political Alignment: Support, Opposition, or Resistance status of a space. (1.6)

Population: The politically significant population of a Countryside or City space. (1.3.1)

Protest: Reformer Operation to place Protest markers and increase Opposition. (3.3.4)

Protest marker: Signifies nonviolent civil resistance: rallies, marches, occupation of government institutions, etc. Enables the Reformer Convert Special Activity and blocks cubes from exiting its space. (1.8.2, 4.3.2)

Protest space: Any space with a Protest marker. (1.8)

Rally: NPA Operation to place pieces. (3.4.1)

Recruit: Reformer Operation to place pieces. (3.3.1)

Redeploy: Election Round phase in which Government moves pieces. (6.4)

Reformers: A Faction committed to the non-violent overthrow of the Government. (1.4)

Remove: Take from the map and return to Available. (1.5.1)

Replace: Remove pieces to place others in their stead. (1.5.1)

Reprisal: Government Special Activity that places Terror marker, sets to Neutral, and displaces Activists and Guerrillas. (4.2.2)

Reset: Election Round phase to ready for the next card. (6.6)

Resist + Bases: Total Population of spaces with Resistance plus NPA Bases on map; NPA Victory level. (1.10, 7.0)

Resistance: A space's population involved in NPA-led violent resistance to the Government. (1.6)

Resources: Player Factions' wherewithal for Operations. (1.9)

Roundup: Government Operation to remove Active Reformer pieces. (3.2.3)

Set: Shift a space's Support, Opposition, or Resistance to a particular state. (1.6.3)

Shaded: 2nd choice of Dual-Use Event, often anti-Government. (5.1.4)

Shift: Change Support, Opposition, or Resistance. (1.6.2)

Space: A map area holding pieces in play; Cities or Countrysides. (1.3.1)

Special Activities: Actions accompanying Operations; unique to each Faction. (4.0)

Stacking: A limit of two total on Bases and one only of Terror/Protest/Strike marker that may occupy a space. (1.5.2)

Strike: NPA Special Activity that places a Strike marker (or replaces a Protest marker with a Strike marker), shifts towards Resistance, and possibly removes an Activist. (4.4.2)

Strike marker: NPA-led industrial action against Government assets. Blocks cubes from exiting its space and removes Patronage at the start of the Election Round. (1.8.2, 6.1.1)

Strike space: Any space with a Strike marker. (1.8)

Support: A space's Population favoring the Government. (1.6)

Sweep: Government Operation to move pieces and flip Guerrillas Active. (3.2.2)

Target: Faction or piece that is the object of an action. (3.1.3, 4.1)

Terror: NPA Operation that places Terror marker and increases Resistance. (3.4.4)

Terror marker: Signifies intimidation of the local populace by Government or NPA violence, preventing Protest or Strike and increasing the cost of Agitation and Civic Action. (1.8.2)

Terror space: Any space with a Terror marker. (1.8)

Train: Government Operation to place pieces and conduct Civic Action. (3.2.1)

Transfer: Move Resources among Factions. (1.4.1)

Troops: Government forces that may operate in any space. (1.5)

Uncontrolled: Space with neither Government nor NPA Control. (1.7)

Underground: Guerrilla, symbol end down; not subject to Assault and capable of Extort, Terror and Strike. (1.5.3)

Unshaded: 1st choice of Dual-Use Event, often pro-Government. (5.1.4)

Victory Condition (VC): Each Faction's VP goal. (7.0)

Victory Margin: Calculation of a Faction's closeness to its victory condition. (7.2)

Victory level: Each Faction's current level of success. (7.1)

Setup and Scenarios

Choose a scenario (either Standard or Extended), and decide whether to use the Personality Cards (5.3) and/or Acts of Desperation (5.4) options. If using either option, distribute each set of Personality and/or Act of Desperation cards to their respective Factions. Prepare the Event draw deck per the instructions below, and set up Faction pieces and markers according to the chosen scenario.

Event Deck Construction

Separate out the four Election cards and shuffle the other 36 Event cards. Place or remove Election cards as instructed by the chosen scenario.

- Shuffle and randomly deal 10 Event cards each into a number of separate piles as indicated by the scenario. Shuffle one specified Election card into the bottom four Event cards of each pile, then stack the piles on top of one another in the specified order to create the draw deck. Place the draw deck in easy view of all players.
- Set aside the remaining Event cards. They will not be used and may not be inspected.

Standard Scenario: 1983-1986

Deck: Place NINOY AQUINO MURDERED (#38) in the “Election Card” box on the board. Create two Event card piles, using 1986 SNAP ELECTION (#40) for the bottom pile and 1984 PARLIAMENTARY ELECTION (#39) for the top pile. Do not use the 1981 PRESIDENTIAL ELECTION (#37) card.

Personality Cards: If using this option, each Faction should secretly select one Personality after setup is complete, and then simultaneously reveal them before drawing the first Event card from the draw deck.

- Aid: 7
- Patronage: 5
- Resources: Government 18, Reformers 4, NPA 4
- Control+Patronage: 18
- Opposition+Bases: 1
- Resistance+Bases: 3
- Eligible: All Factions

Manila:

Government Control, Support, Protest
 2 Troops, 3 Police, 1 Base
 3 Activists (flipped to Active), 1 Base
 1 Guerrilla

Cebu:

Government Control, Support
 1 Troop, 1 Police, 1 Base
 1 Activist

Zamboanga:

Government Control, Neutral
 2 Police

Davao:

Government Control, Neutral
 1 Troop, 1 Police, 1 Base
 1 Activist
 1 Guerrilla, 1 Base

Northern Luzon:

Government Control, Neutral
 2 Troops, 1 Police, 1 Base
 1 Guerrilla, 1 Base

Southern Luzon:

NPA Control, Neutral
 1 Guerrilla

Visayas:

NPA Control, Neutral
 1 Activist
 1 Guerrilla

Western Mindanao:

Uncontrolled, Neutral
 1 Troop, 1 Police, 1 Base
 2 Guerrillas, 1 Base

Central Mindanao:

Uncontrolled, Neutral
 1 Troop
 1 Activist
 1 Guerrilla

Eastern Mindanao:

Uncontrolled, Neutral
 1 Police
 1 Activist
 1 Guerrilla

Government Available:

4 Troops, 2 Police, 1 Base

Reformers Available:

8 Activists, 5 Bases

NPA Available:

7 Guerrillas, 3 Bases

232425262728293031323334353637383940

22

MAP KEY

2 Province, 2 Pop

5 City, 5 Pop

Border

People Power

Game Designer: **Ken Tze**

Illustrations: Jason Carr and Eric Harvey

Map: Eric R. Harvey and Mark Simenich

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GOVERNMENT WIN?

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COIN

ELECTION

Ninoy Aquino Murdered

"The Filipino is worth dying for..."
Protest sets spaces to Opposition, instead of Shifting.

REFORMER MOMENTUM

19

GOVERNMENT WIN?

CONTR' PAGES

OVERFLOW B

Overflow B

17

GOVERNMENT WIN?

OVERFLOW A

Overflow A

16

GOVERNMENT WIN?

OVERFLOW A

Overflow A

15

GOVERNMENT WIN?

OVERFLOW A

Overflow A

14

GOVERNMENT WIN?

OVERFLOW A

Overflow A

13

GOVERNMENT WIN?

OVERFLOW A

Overflow A

12

GOVERNMENT WIN?

OVERFLOW A

Overflow A

11

GOVERNMENT WIN?

OVERFLOW A

Overflow A

10

GOVERNMENT WIN?

OVERFLOW A

Overflow A

9

GOVERNMENT WIN?

OVERFLOW A

Overflow A

8

GOVERNMENT WIN?

OVERFLOW A

Overflow A

6

GOVERNMENT WIN?

OVERFLOW A

Overflow A

2

GOVERNMENT WIN?

OVERFLOW A

Overflow A

0

GOVERNMENT WIN?

OVERFLOW A

Overflow A

SEQUENCE OF PLAY

| | | | |
|--|-----------------------|-----------------------|-----------------------------------|
| <p>Limited Operation: Stay Eligible</p> <p>Resist +Bases</p> <p>Oppose +Bases</p> | 1st Faction | 2nd Faction | <p>Ineligible Factions</p> |
| | Op + Special Activity | Op Only or Event | |
| +1 Resource or Past: +3 Resources if Gov't Stay Eligible | 1st Faction | 2nd Faction | <p>Executed Op/Event</p> |
| | Op Only or Event | Op + Special Activity | |

| | | | | | |
|----------------------------|-------------------|--|---|-----------------|--|
| Victory? Stalest | Newsmakers | Resources Government Reformers NPA | Support Civic Action Agitation Foundation | Redeploy | Reset All Eligible Remove Terror Flip Guerrillas Remove Protest Activists Inactive |
| Game End? | | | | | |

Standard scenario setup

Extended Scenario: 1981-1986

Deck: Place 1981 PRESIDENTIAL ELECTION (#37) in the “Election Card” box on the board. Create three Event card piles, using 1986 SNAP ELECTION (#40) for the bottom pile, 1984 PARLIAMENTARY ELECTION (#39) for the middle pile, and NINYO AQUINO MURDERED (#38) for the top pile.

Personality Cards: If using this option, no Personalities are selected until the first Election Round.

- Aid: 10
- Patronage: 1
- Resources: Government 12, Reformers 6, NPA 6
- Control+Patronage: 14
- Opposition+Bases: 0
- Resistance+Bases: 1
- Eligible: All Factions

Manila:

Government Control, Support
1 Troop, 3 Police, 1 Base

Cebu:

Government Control, Support
1 Police, 1 Base

Zamboanga:

Government Control, Neutral
2 Police, 1 Base

Davao:

Government Control, Neutral
1 Troop, 1 Police, 1 Base

Northern Luzon:

Government Control, Support
1 Troop, 1 Police, 1 Base
1 Guerrilla

Southern Luzon:

Uncontrolled, Neutral

Visayas:

Uncontrolled, Neutral

Western Mindanao:

Uncontrolled, Neutral

Central Mindanao:

NPA Control, Neutral
1 Guerrilla, 1 Base

Eastern Mindanao:

Uncontrolled, Neutral
1 Police
1 Guerrilla

Government Available:



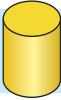




9 Troops, 3 Police, 1 Base

Reformers Available:

16 Activists, 6 Bases

NPA Available:

13 Guerrillas, 5 Bases

| | Government | Reformers | NPA |
|-------------------|---|---|--|
| Troops | 12 ×  | | |
| Police | 12 ×  | | |
| Activists | | 16 ×  | |
| Guerrillas | | | 16 ×  |
| Bases | 6 ×  | 6 ×  | 6 ×  |



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