

RULES UPDATE

for Insurrection: The Board Game of Revolution

From the Bolshevik Boardgames Central Committee, February 2023

Token Payouts

PREVIOUSLY, players received token payouts when they passed Corner Districts. NOW, every player collects all tokens due to them, of every colour, at the beginning of their turn.

Combat

PREVIOUSLY, combat worked according to a system inspired by Risk. NOW, combat is simpler. Both players roll D6. Whoever rolls higher is the winner. Subtract the lower from the higher number. The losing player loses that number of soldiers, to a maximum of 3. On a tie, the attacker loses 1 soldier. Repeat until one side retreats or is destroyed.

FOR EXAMPLE:

- Player 1 rolls 6 and player 2 rolls 4. Player 2 loses 2 soldiers.
- Player 1 rolls 4 and player 2 rolls 4. Because player 2 is defender, Player 1 loses 1 soldier.
- Player 1 rolls 1 and player 2 rolls 6. The difference is 5, but a maximum of 3 soldiers may be lost per combat. So player 1 loses 3 soldiers.

Action Cards

PREVIOUSLY, an unlimited number of action cards could be used per turn. NOW, only 2 Action Cards may be used per turn. This applies both to Power Struggle phase and to Insurrection phase.

Key Areas

PREVIOUSLY, when a player seized a Key Area in Insurrection mode, they would gain D3

reinforcements (Key Areas are the places outlined in white on the board). NOW, each Key Area gives a preset number of reinforcements, once per insurrection, as follows:

- Telegraph Office - 1
- Levsky Prospekt Upper - 1
- Levsky Prospekt Lower - 1
- Fillippov Estate - 2
- Kantankurov Estate - 2
- Prison - 2
- Duganenko Station - 3
- Vinland Station - 3
- Khazag Station - 3

In summary: Key Areas in the city centre give 1; Estates and the Prison give 2; Railway Stations give 3.

PREVIOUSLY, reinforcements spawned at the player's base. NOW, reinforcements spawn at the Key Area.

Launching an Insurrection

PREVIOUSLY, a player needed a minimum of 15 points across all dials to launch an Insurrection. NOW, instead of a points limit, there is a 'grace period' lasting two turns from the beginning of the game during which nobody can launch an Insurrection. Once those two turns are up, anyone may launch an Insurrection.

Rolling Doubles

PREVIOUSLY, a player would get a second move if they rolled doubles for movement. NOW, this rule is removed.