



Government



COIN Operations

Train (3.2.1) + Transport?

Purpose: Augment Government forces and Support.

Location: Any Provinces or Cities.

Cost: *Per US Alliance*, 2 to 4 Resources per space.

Procedure: At each selected City or Govt Base space, place up to 4 cubes. Then, in up to 1 selected space, replace 2 cubes with 1 Govt Base or—if *Troops, Police, and Control*—buy Civic Action.

Garrison (3.2.2) + any Special Activity?

Purpose: Protect ECs and redeploy among Cities.

Location: Any ECs or Cities.

Cost: *Per US Alliance*, 2 to 4 Resources total.

Procedure: Move any cubes to any ECs or Cities. In each EC, Activate 1 Guerrilla for each cube there. If desired, conduct a free Assault in 1 EC.

Sweep (3.2.3) + any Special Activity?

Purpose: Enter areas to locate enemy, gain control.

Location: Any Cities or Provinces.

Cost: *Per US Alliance*, 2 to 4 Resources per space.

Procedure: Move any Troops into adjacent selected spaces. Then Activate 1 Guerrilla for each cube there. *Forest*—Activate 1 for every 2 cubes.

Assault (3.2.4) + any Special Activity?

Purpose: Eliminate enemy forces.

Location: Any spaces.

Cost: *Per US Alliance*, 2 to 4 Resources per space.

Procedure: In each space, remove 1 Active Guerrilla or Base for each Troops cube (*Bases last*). *City or EC*—Remove 1 piece for every cube. *Mountain*—Remove only 1 for every 2 Troops. Take any Cash removed.

Special Activities

Transport (4.2.1) 1 space to 1 space

Purpose: Mass Troops quickly for an Operation.

Accompanying Op: Any.

Location: Any.

Procedure: Move up to 3 Troops from a City or Base to any 1 space.

Air Strike (4.2.2) Not if Embargoed max 1 space

Purpose: Destroy exposed Insurgent unit.

Accompanying Op: Garrison, Sweep, or Assault.

Location: Any 1 Province or EC.

Procedure: Remove any 1 Active Guerrilla or Base (*Bases last, including closing a Casino*).

Reprisal (4.2.3) max 1 space

Purpose: Reduce Opposition, displace Guerrillas.

Accompanying Op: Garrison, Sweep, Assault.

Location: Any 1 Govt-Controlled space.

Procedure: Add a Terror marker to the selected space and shift Opposition 1 level toward Neutral. Relocate 1 Guerrilla from there to an adjacent space.

Victory (7.0)

Government: All Cities at Active Support and Total Support exceeds 18.

26 July: Total Opposition plus its Bases exceeds 15.

Directorio: DR Controlled Population plus Directorio Bases exceeds 9.

Syndicate: Syndicate has more than 7 Casinos open and more than 30 Resources.

After final Propaganda: Closest to goal wins (7.3).

Insurgent Operations

Rally (3.3.1) + Infiltrate?

Purpose: Augment or recover friendly forces.

Location: Provinces or Cities **without Support**.

Cost: 1 Resource per space selected.

Procedure: Place 1 Guerrilla or replace 2 with a Base. *If Base*—instead either place Guerrillas up to **twice** Population plus **twice** Bases or flip all Guerrillas Underground.

March (3.3.2) + Infiltrate?

Purpose: Move friendly Guerrillas.

Location: Any spaces.

Cost: 1 Resource per destination City, Province (ECs 0).

Procedure: Move Guerrillas into adjacent spaces. *If destination has Support or is EC, and if moving Guerrillas plus cubes there exceed 3, Activate the Guerrillas.*

Attack (3.3.3) + Ambush?

Purpose: Eliminate enemy forces.

Location: Any spaces with Guerrilla and enemy.

Cost: 1 Resource per space selected.

Procedure: Activate all Guerrillas. Roll a die—equal to or less than the number of Guerrillas removes 2 enemy pieces (*Bases last; cubes protect Casinos*). *If "1", place 1 Guerrilla. Take any Cash removed.*

Terror (3.3.4) + Kidnap?

Purpose: Neutralize support or economic activity.

Location: Any spaces with Underground Guerrillas.

Cost: 1 Resource per City or Province selected (ECs 0).

Procedure: In each selected space, Activate 1 Underground Guerrilla. *If Province or City*—add a Terror marker and shift Support/Opposition 1 level toward **Active Opposition**. *If un-Sabotaged EC*—place Sabotage.

Special Activities

Infiltrate (4.3.1) max 1 space

Purpose: Lead Troops or Police to defect.

Accompanying Op: Rally or March.

Location: A space without Support (*including an EC*) with or next to an Underground 26July Guerrilla.

Procedure: Remove or replace 1 cube there—*Police first*—with a 26 July Guerrilla. Take any Cash removed.

Ambush (4.3.2) max 1 space

Purpose: Ensure Attack success.

Accompanying Op: Attack.

Location: An Attack space with an Underground 26 July Guerrilla.

Procedure: The Attack activates 1 Underground Guerrilla only and automatically succeeds (*do not roll*). Place a 26 July Guerrilla.

Kidnap (4.3.3) max 1 space

Purpose: Take money from Syndicate or Govt.

Accompanying Op: Terror.

Location: A City, EC, or open Casino space where Terror Op and 26 July Guerrillas exceed Police.

Procedure: Transfer to 26 July a die roll in Resources or a Cash marker, from Syndicate *if Casino* or from Govt *if City or EC*. Close 1 Casino there.

Victory (7.0)

Government: All Cities at Active Support and Total Support exceeds **18**.

26 July: Total Opposition plus its Bases exceeds **15**.

Directorio: DR Controlled Population plus Directorio Bases exceeds **9**.

Syndicate: Syndicate has more than **7** Casinos open and more than **30** Resources.

After final Propaganda: Closest to goal wins (7.3).



Directorio



Insurgent Operations

Rally (3.3.1) + Subvert?

Purpose: Augment or recover friendly forces.

Location: Any **Neutral** or **Passive** Provinces or Cities.

Cost: 1 Resource per space selected.

Procedure: Place 1 Guerrilla or replace 2 with a Base. *If Base*—instead either place Guerrillas up to Population plus Bases or flip all Guerrillas Underground.

March (3.3.2) + Subvert?

Purpose: Move Guerrillas.

Location: Any spaces.

Cost: 1 Resource per destination City, Province (*ECs 0*).

Procedure: Move Guerrillas into adjacent spaces. *If destination has Support or is EC, and if moving Guerrillas plus cubes there exceed 3, Activate the Guerrillas.*

Attack (3.3.3) + Ambush?

Purpose: Eliminate enemy forces.

Location: Any spaces with Guerrilla and enemy.

Cost: 1 Resource per space selected.

Procedure: Activate all Guerrillas. Roll a die—equal to or less than the number of Guerrillas removes 2 enemy pieces (*Bases last; cubes protect Casinos*). *If "1", place 1 Guerrilla.* Take any Cash removed.

Terror (3.3.4) + Assassinate?

Purpose: Neutralize support or economic activity.

Location: Any spaces with Underground Guerrillas.

Cost: 1 Resource per City or Province selected (*ECs 0*).

Procedure: Activate 1 Underground Guerrilla in each selected space. *If Province or City*—add a Terror marker and shift Support/Opposition 1 level toward Neutral. *If un-Sabotaged EC*—place Sabotage.

Special Activities

Subvert (4.4.1) max 1 space

Purpose: Earn Resources and/or neutralize a Province's Support or Opposition.

Accompanying Op: Rally or March.

Location: Any DR-Controlled Province.

Procedure: Add the selected Province's Population value to Directorio Resources and set the space to Neutral.

Ambush (4.4.2) max 1 space

Purpose: Ensure Attack success.

Accompanying Op: Attack.

Location: An Attack space with an Underground Directorio Guerrilla.

Procedure: The Attack activates 1 Underground Guerrilla only and automatically succeeds (*do not roll*). Place a Directorio Guerrilla.

Assassinate (4.4.3) max 1 space

Purpose: Eliminate enemy unit.

Accompanying Op: Terror.

Location: A space selected for Terror Op where Directorio Guerrillas outnumber Police.

Procedure: Remove any 1 enemy piece from the space (or close 1 Casino there). Take any Cash removed.

Victory (7.0)

Government: All Cities at Active Support and Total Support exceeds **18**.

26 July: Total Opposition plus its Bases exceeds **15**.

Directorio: DR Controlled Population plus Directorio Bases exceeds **9**.

Syndicate: Syndicate has more than **7** Casinos open and more than **30** Resources.

After final Propaganda: Closest to goal wins (7.3).



Insurgent Operations

Rally (3.3.1) + any Special Activity?

Purpose: Augment friendly forces.

Location: Any Provinces or Cities.

Cost: 1 Resource per space selected.

Procedure: Place 1 Guerrilla. *If open Casino—may instead flip all Guerrillas Underground.*

March (3.3.2) + any Special Activity?

Purpose: Move friendly Guerrillas.

Location: Any spaces.

Cost: 1 Resource per destination City, Province (ECs 0).

Procedure: Move Guerrillas into adjacent spaces. *If destination has Support or is EC, and if moving Guerrillas plus cubes there exceed 3, Activate the Guerrillas.*

Construct (3.3.5) + any Special Activity?

Purpose: Build new Casinos.

Location: Any Cities or Provinces that either the Government or the Syndicate Controls.

Cost: 5 Resources per space selected (*never free*).

Procedure: In each selected space, either place a closed Casino or open a closed Casino.

Terror (3.3.4) + Bribe?

Purpose: Neutralize support or economic activity.

Location: Any spaces with Underground Guerrillas.

Cost: 1 Resource per City or Province selected (ECs 0).

Procedure: Activate 1 Underground Guerrilla in each selected space. *If Province or City—add a Terror marker and shift Support/Opposition 1 level toward Neutral. If un-Sabotaged EC—place Sabotage.*

Special Activities

Profit (4.5.1)

Purpose: Stack Cash.

Accompanying Op: Rally, March, or Construct.

Location: Spaces with open Casinos or Syndicate Cash.

Procedure: Place 1 Cash marker with any Guerrilla or cube in each of 1 or 2 selected spaces with an open Casino, or close any open Casinos and remove any Cash desired for 3 Resources each.

Muscle (4.5.3) max 1 space

Purpose: Position Troops or Police to protect Syndicate property.

Accompanying Op: Rally, March, or Construct.

Location: A space with an open Casino or an EC.

Procedure: Move 1 or 2 Troops from any spaces on the map to the selected space if Province or EC, 1 or 2 Police if City.

Bribe (4.5.4) max 1 space

Purpose: Neutralize, expose, or hide units.

Accompanying Op: Any.

Location: Any 1 space.

Procedure: Syndicate Resources –3. Remove 2 cubes, remove or flip 2 Guerrillas, or remove an enemy Base from the selected space. Transfer any Cash removed, if desired.

Victory (7.0)

Government: All Cities at Active Support and Total Support exceeds **18**.

26 July: Total Opposition plus its Bases exceeds **15**.

Directorio: DR Controlled Population plus Directorio Bases exceeds **9**.

Syndicate: Syndicate has more than **7 Casinos open** and more than **30 Resources**.

After final Propaganda: Closest to goal wins (7.3).