



Organization Building



Every movement has to
start somewhere!

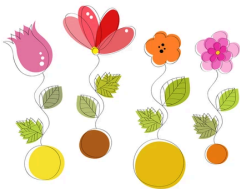


Gain 1 (+1)





Guerilla Gardening



They try to stamp you out,
but you always grow again



Gain 5 System Steal 2



Gain 5



Large Donor



Lots of money, but strings attached!



Gain 4 System Steal 4



Gain 8 Exhaust a
Random one of your
cards





Grassroots Fundraiser



The people you fight for
will help however they can



Gain 3 (+2)



Impact Investing



You negotiate better with their dividends on the line



Gain 5 Buy Free Action



Gain 4





Mutual Aid



Support each other today,
fight stronger tomorrow



Gain 3



Gain 3 Bank 2 (+1)





Political Art



Get the message out,
where everyone can see



Gain 5 Exhaust



Gain 4 Bank 2



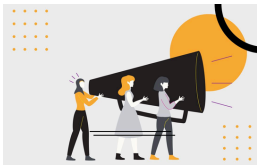
Gain 2







Awareness and Problematization



Can't fight when you're in
the dark



Steal 1 Bank 1



Gain 1 Bank 1





Judicial Activism



This would go a lot faster with a friend in the courts



Steal 3 Exhaust



Gain 1 Bank 2





Educational Campaign



Knowledge is power!



Steal 3 Bank 1



Buy Action for 1





Impact Litigation



Don't be afraid to fight
them on their turf!



Bank 2



Steal 2 Including Bank





Sit ins



You need to slow them down however you can



System Gains 1



Gain 2 Steal 3 (+1)



Bank 2 (+1)





Strikes



Let's see them try to
function without us



System Steals 1



Steal 3 (+2) Exhaust
Strikes



Gain 1 (+1)



Civil Disobedience



Put your body on the line!
If they attack, you win!



Gain 1 Bank 2



Gain 1 Steal 1 Bank 1



Direct Action



You don't ask for change,
you demand it

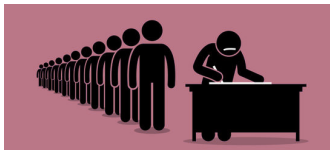


Steal 2 (+1)





Petitioning



Let them know what you
want



System Steals 1



Steal 4 (+1)





Voting Drive



Leave the ballot boxes
overflowing



Steal 5



Steal 4
Buy Free Action



Jail solidarity



**Overload their
bureaucracy**



**Steal 6 (+1) Exhaust
Jail Solidarity**



Electoral Campaign



**Get your people on the
inside**



**Steal 4
Including Banked**



Rioting and Looting



You're done playing by
their rules



System Steals 1



Steal 4 (+1)





Divestment

BDS



You hit them in their
wallets



Steal 1

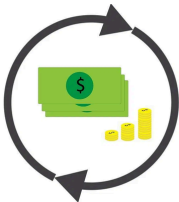


Steal 4 Gain 1





Reinvestment



Regroup, and prepare to
hit even harder soon



Progress 1
Milestone | Buy an
Action for 1





Coalition Building



Find new allies, you're stronger together



**Progress 1
Milestone | Gain 1
Take Top Card Face-
Down**



Pass Legislation



You're starting to see real change, keep pushing!



Progress 1
Milestone | Gain 2
Take Top System
Card

Logistics Tracker

Core



Turn Phases

Plan:
play 1 action face
down, receive 1
opposition action face
down

Resolve:
reveal all actions,
resolve in order of
archetype

Refresh:
add an action to the
opposition deck,
pick up all resolved
actions

Rules



Organization Building



Gain 3

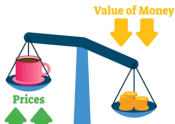
Gain 3

Gain 3

Gain 3



Budget Inflation



They'll pay anything to
keep you down



Gain 1 (+1)



Automation



They keep trying to make
you irrelevant



Gain 5 Activist Steal 2



Gain 5



Large Donor



The people with the most
seem to hate change



Gain 4 Activist Steal 4



Gain 8 Exhaust a
Random one of your
cards





Lobbying



Turns out even the law can
be bought!



Gain 3 (+2)



Civil Forfeiture



Your property? Not anymore



Gain 5 Buy Free Action



Gain 4



Privatization



**Congratulations! You're
the product**



Gain 3



Gain 3 Bank 2 (+1)



Recruitment



Where do they keep getting supporters from?



Gain 5 Exhaust



Gain 4 Bank 2



Gain 2







Suppression



They will do anything to
keep us silent



Steal 1 Bank 1



Gain 1 Bank 1





Judicial Activism



These judges will do everything to block you



Steal 3 Exhaust



Gain 1 Bank 2



Disinformation



They make us fight each other instead of them



Steal 3 Bank 1



Buy Action for 1





Surveillance



They are keeping a close eye on our operations



Bank 2



Steal 2 Including Bank





Lockdown



They're getting nervous,
trying to hold us in place



Activist Gains 1



Gain 2 Steal 3 (+1)



Bank 2 (+1)





Scabbing



"GORY, I AIN'T NO SCAB."

**Taking advantage of
desperation**



Activist Steals 1



**Steal 3 (+2) Exhaust
Scabbing**



Gain 1 (+1)



Obfuscation



They keep their structure
confusing on purpose



Gain 1 Bank 2



Gain 1 Steal 1 Bank 1



Corrections



Teaching you how to make
less noise



Steal 2 (+1)



Fines



**They're not even subtle
with their theft now**



Activist Steals 1



Steal 4 (+1)





Stochastic Violence



**Mobs are cheaper than
police**



Steal 5



**Steal 4
Buy Free Action**



Infiltration



I think you may be
compromised



Steal 6 (+1) Exhaust
Infiltration



Police Raids



**They're getting aggressive,
be careful**



**Steal 4
Including Banked**



Incarceration



Hard to organize in such a small cell



Activist Steals 1



Steal 4 (+1)



Military Enforcement



No amount of force is excessive, apparently



Steal 1



Steal 4 Gain 1





Restructuring



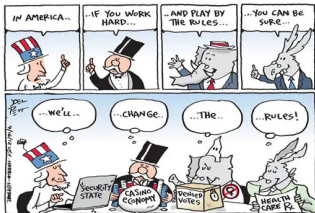
**They'll be harder to resist
now**



**Progress 1
Milestone | Gain 2**



Status Quo Creation



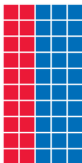
People often forget things
have ever been different



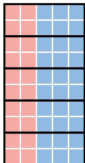
Progress 1
Milestone | Apply all
bonuses x1 extra



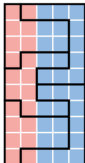
Gerrymandering



50 PRECINCTS
60% BLUE
40% RED



5 DISTRICTS
5 BLUE
0 RED
BLUE WINS



5 DISTRICTS
3 RED
2 BLUE
RED WINS

They're digging in their heels, getting stronger



Progress 1
Milestone 1
Randomly double
one card effect