

Days of Ire: Budapest 1956

Rulebook

INTRODUCTION

1956. Stalin has been dead for 3 years now, and his regime of terror and propaganda has softened just a tiny bit. The people of Hungary - the smallest country east of the Iron Curtain - are boiling with discontent and tired from the years of fear and poverty. Massive protests begin in the whole country without permission of the authorities, demanding change. The stationing Soviet Army and the State Protection Authority of Hungary stand side by side opposing the crowds. Then the first shot is fired...

Days of Ire: Budapest 1956 is a game for 1-4 players inspired by the real-life history of the 1956 October Hungarian Revolution. The game begins as the revolution first sparks to life on the evening of the 23rd of October. The game comes with 2 rulesets.

The **Conflict ruleset** is a one-versus-many game for 2-4 players. One player takes on the role of the Soviet commander stationed in Budapest. The commander coordinates the moves of the Red Army and relays the events at large, both in Budapest and on the world stage. The rest of the players play as the boys (and girls) of Budapest – Revolutionary ringleaders organizing protests side by side against the Soviet oppressors. The players galvanize the people and utilize the resources of the Hungarian capital to bring their cause to success while containing the chaos that might leave their home city in rubble.

The **Zhukov ruleset** is a cooperative or solo game for 1-3 players which plays very similar to the **Conflict ruleset** but replaces the Soviet commander with an artificial player.

If you wish to play with the Zhukov ruleset, go to page 23 to see which sections of the rulebook to read.

Goal of the game

The game plays through the first seven days of the revolution. If the Revolutionaries stay alive and keep the city together until the end of the seventh day, they win. The Soviet forces agree on a ceasefire on the 30th of October and leave the country – as they did in history for almost a week. But, if one ringleader falls, the fighters' morale plummets, or the city is left in the rubble by the time the fighting is finished, history takes a darker turn. The regime extinguishes this candle of freedom before it gleams bright enough for the world to see.

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COMPONENTS

1x Game board (420*592 mm)

1x Rulebook

1x Day track marker (White) 

1x Morale track marker (Green) 

1x Support track marker (Red) 

2x Dice (6-sided) 

Cards

Size: 89x57 mm

40x Revolutionary cards

8x State Protection Authority cards

14x General Zhukov cards

42x Headline cards

11x Time period 1 – Day of the Revolution

20x Time period 2 – Armed Uprising

11x Time period 3 – The Turning Tide

33x Event cards

3x Starting event

5x Time period 1 – Day of the Revolution

10x Time period 2 – Armed Uprising

4x Time period 3 – The Turning Tide

11x Minor event

Cardboard tiles, markers & tokens

22x Active fighter tiles (human silhouette) 

3x Revolutionary tank tiles (tank silhouette) 

14x Militia tokens (triangle) 

5x Sniper tokens (square) 

8x Soviet tank tokens (hexagon) 

2x Barricade tokens (octagon) 

11x Inactive fighter markers (teal circle) 

9x Resolution markers (rectangle) 

13x Injury markers (red circle) 

1x Blue player token 

1x Yellow player token 

1x Red player token 

Game board



State Protection Authority cards



Revolutionary cards



Headline cards

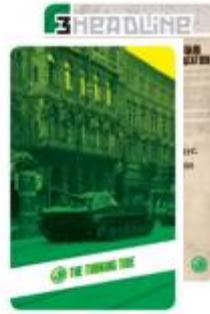
1 - Day of the Revolution



2 - Armed Uprising



3 - The Turning Tide



General Zhukov cards



Event cards

1 - Day of the Revolution

Starting event



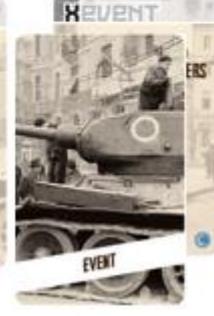
2 - Armed Uprising



3 - The Turning Tide



Minor event



SETUP

Before setting up the game, decide if you want to play with the **Conflict ruleset** for 2-4 players or the **Zhukov ruleset** for 1-3 players.

- **Conflict ruleset:** Select one of you to play as the **Soviet commander** - the player can demand to do so by banging their shoe on the table. The rest of you will be the team of the **Revolutionary players**.
- **Zhukov ruleset:** All players are in the Revolutionary team.

Setting up the board

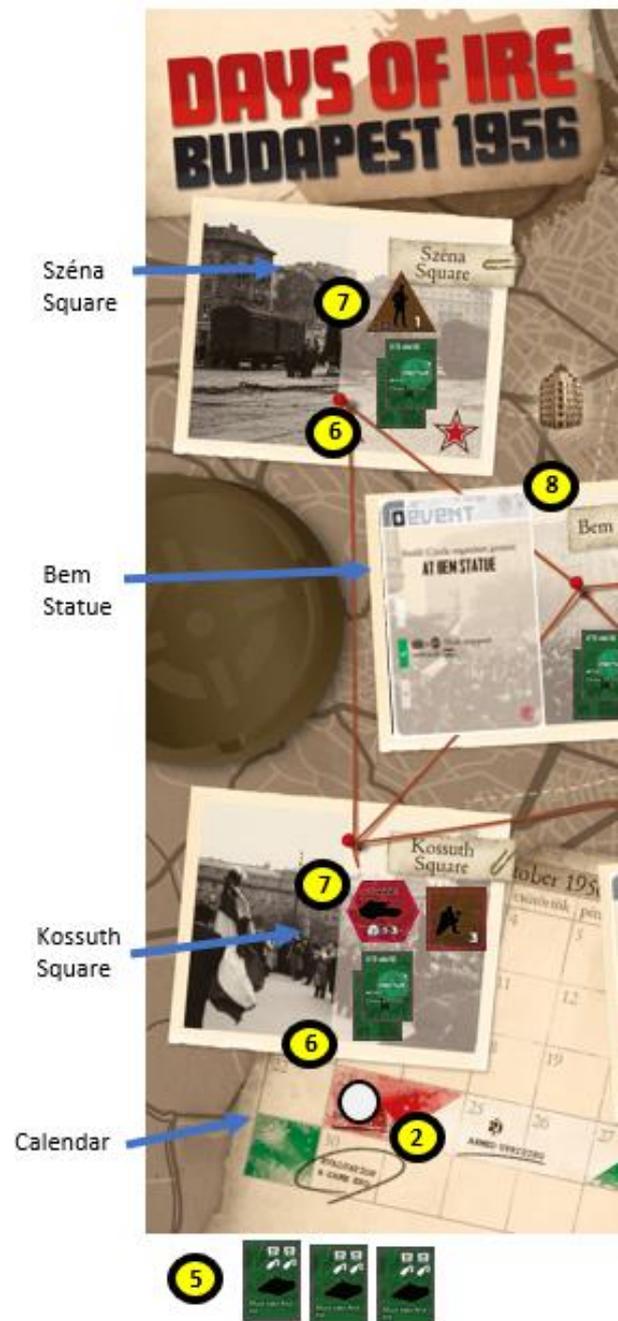
- 1) Place the board on the middle of the table, with the Revolutionary players sitting on the bottom side and the Soviet commander sitting on the top side.

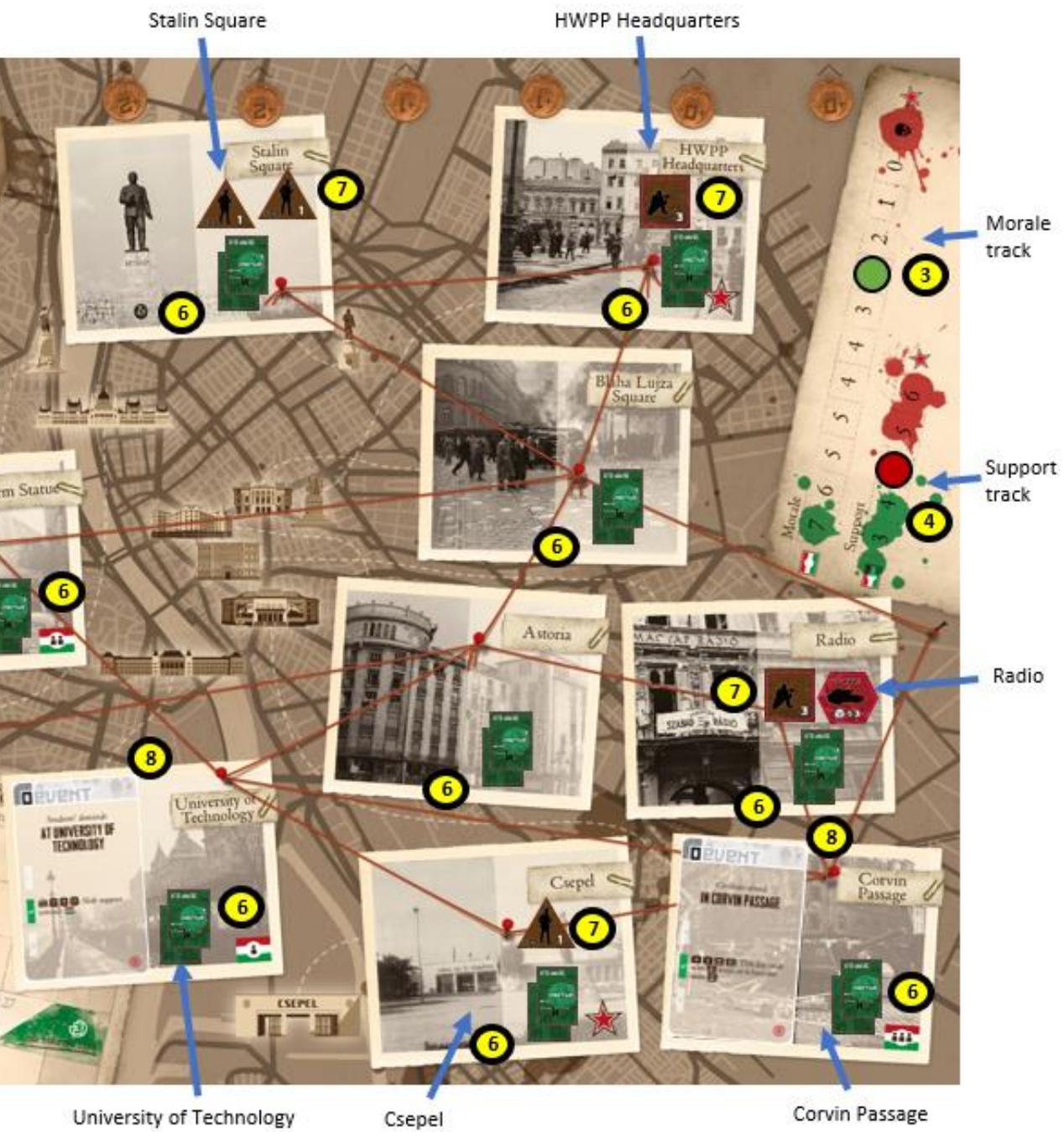
The game board is a map of Budapest, the capital of Hungary. The photos represent the 11 locations that were most important during the revolution.

- 2) Place the **day marker** (white) on the “**October 23rd**” space of the **calendar** on the board.

The calendar shows the 7 days in October 1956 when actual firefights took place. The sides agreed to a ceasefire on the 30th which also marks the end of the game.

- 3) Place the **morale marker** (green) on the underlined “2” space of the **morale track** on the board.
- 4) Place the **support marker** (red) on the underlined “4” space of the **support track** on the board.
- 5) Take the 3 **revolutionary tank** tiles and place them next to the board.
- 6) Take the 22 **active fighter** tiles and randomly place 2 on the **right side** of each **location** on top of each other, face down. Then, flip the top one face up in each location and place an inactive marker on all 11 of them.
- 7) Place the following tokens on the **right side** of the locations listed below:
 - a) **1 sniper** on **Kossuth Square**
 - b) **1 sniper** at **Radio**
 - c) **1 sniper** at **HWPP Headquarters**
 - d) **2 militia** on **Stalin Square**
 - e) **1 militia** in **Csepel**
 - f) **1 militia** in **Széna Square**
 - g) **1 Soviet tank** on **Kossuth Square**
 - h) **1 Soviet tank** at **Radio**.
- 8) Place the 3 **starting event** cards on the **left side** of the following locations on the board:
 - a) *Students’ demands* at **University of Technology**
 - b) *Petőfi Circle organizes protest* at **Bem Statue**
 - c) *Civilians Armed* in **Corvin Passage**

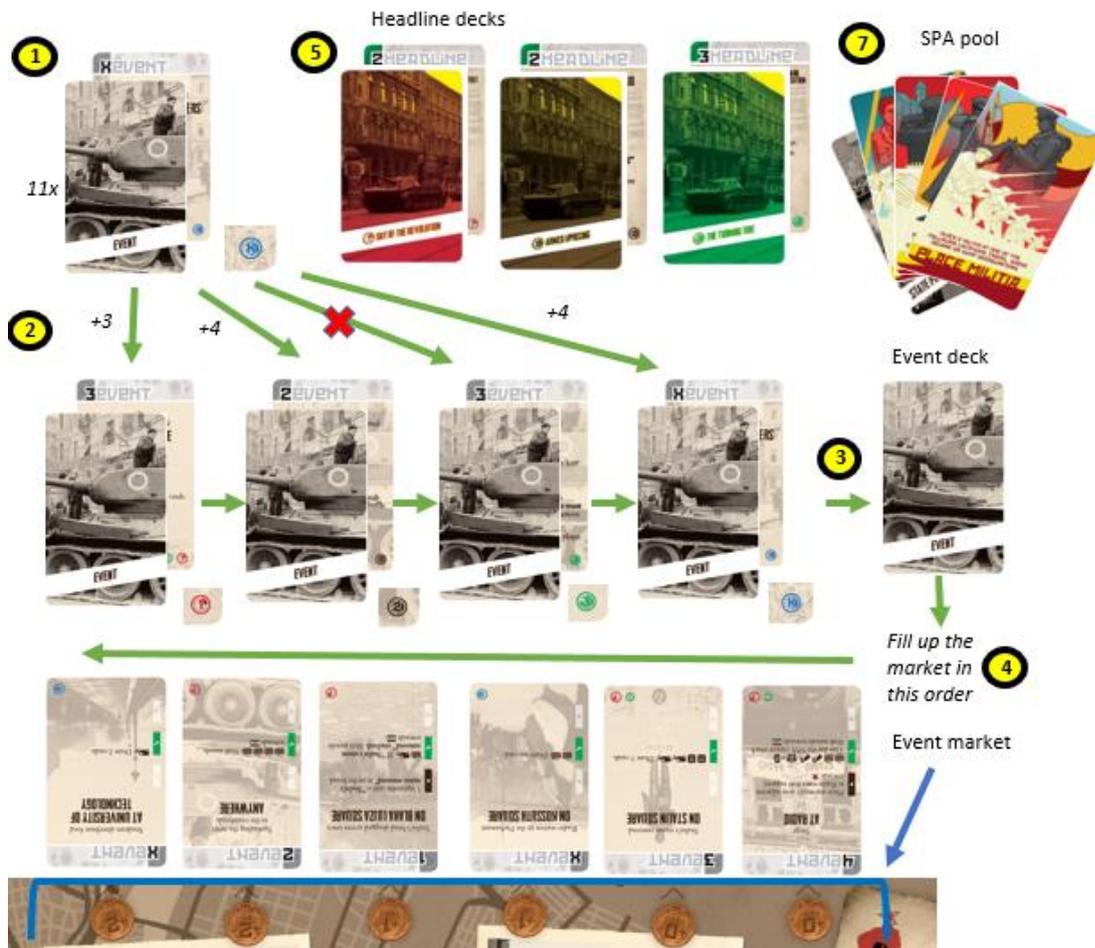




Setting up the Soviet side

Note: This part of the setup is for the Conflict ruleset. See page 23 on the setup for the Zhukov ruleset.

- 1) Separate the **event cards** into 4 decks by the **4 timing icons** on the **bottom right corner on their front**. The icons are: (1), (2), (3), (X). Note: ignore the big numbers in the top left corner, they serve no purpose during setup.
- 2) Take the deck of 11 cards marked (X). Shuffle 3 of them randomly into the event deck marked with (1), 4 into the event deck marked with (2). Put none into the deck marked (3). This will leave the deck marked (X) with 4 cards in it.
- 3) Put the 4 newly formed decks on top of each other ((1) on the top, (2) below, (3) below, (X) on the bottom) face down, forming the **event deck**.
- 4) Fill up the **6 slots** of the **event market** on the top of the **game board** starting from the (+0 CP) slots. Place one event card face up in each slot drawn from the top of the event deck.
- 5) Separate the **headline cards** by their **backs**, shuffle and place them next to the play area:
 - a) (1) - Day of the Revolution
 - b) (2) - Armed Uprising
 - c) (3) - The Turning Tide
- 6) Deal **4 headline cards** to the Soviet commander from the deck “**Day of the Revolution**”
- 7) Give all **8 State Protection Authority cards** to the Soviet commander, and form the **SPA pool** by placing them all face up next to his area.
- 8) The **General Zhukov** cards will not be needed in this game mode. Put them back in the game box.



Setting up the Revolutionary side

- 1) Form a draw deck from the **revolutionary cards**, place it next to the board and deal **5 cards** to each Revolutionary player.
- 2) The Revolutionary players, as a group, decide on which **locations** each of them will start. Place the player tokens on the right side of the chosen location. Depending on the number of the Revolutionary players, the following locations are available:
 - a) 1 Revolutionary player: University of Technology 🇮🇪
 - b) 2 Revolutionary players: University of Technology 🇮🇪 and Bem Statue 🇮🇪
 - c) 3 Revolutionary players: University of Technology 🇮🇪, Bem Statue and 🇮🇪 Corvin Passage 🇮🇪
- 3) Place all remaining tokens, markers and tiles (10x militia, 2x sniper, 6x tank, 2x barricade, 13x injury, x9 resolution) and 2 dice **next to the board**.

The game is ready to begin!



GAME STRUCTURE

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

Each day has 3 main phases:

1. **Soviet phase:** The Soviet commander begins the day with event cards and commands the Soviet Army to invade the city of Budapest and contain any activity.
2. **Revolutionary phase:** The Revolutionaries move on the board, deal with the events, call the people of the street to their side, fight the Soviet Army and the State Protection Authority.
3. **State Protection Authority phase:** The Soviet commander leads the units of the State Protection Authority to protect the buildings and hunt the Revolutionaries.

After the end of the 7th day, the game **ends with an evaluation** where you have to check if the victory conditions of the Revolutionary side are met. The game can also end before the end of the 7th day if special victory conditions are met by either the Revolutionary or the Soviet side.

The phases are explained in the next sections.

PHASE 1: SOVIET PHASE

The Soviet phase has 5 steps:

1. **Headline step**
2. **Event step**
3. **Army step**
4. **Support step**
5. **Market step**

Headline step

In the headline step, the Soviet commander may **play any number** of headline cards from hand in any order and **keep the rest** in hand. There are two types of headline cards, red and green.

Red cards help the Soviet side, while green ones are beneficial to the Revolutionaries. All cards have a title, a text effect, icons and Command Points (CP) on them. The Soviet commander can spend Command Points in the next steps of this phase.

The commander has different options on how to play headline cards depending on their color. A headline card must be dealt with fully before the next one is played. *(See Appendix A on details of specific headline cards)*

The world's press splashed the events of October 1956 across the globe; even the Soviet and Hungarian censorship could not stop the news. It affected the politics of the Cold War as it surprised both the USA and the Soviet Union. The former could not decide if they wanted or could help, the latter could not decide how much opposing force to show. It was Poland in the end who aided the revolution the most as they had lived through similar hardships in the summer of 1956 in Poznań.



Red card options

Choose one of the following:

- **Collect Command Points.** The headline card is revealed and placed on the board face up. The Soviet commander gains the **CP value** indicated on the top left corner. The text and icon effects of the card are ignored. Keep the card on the board to keep track of the CP collected.
- **Resolve headline.** The headline card is revealed and placed on the board face up. The **text effect and icon effects of the card are executed by the Soviet commander.** The CP of the headline card is ignored. Discard the card face up next to the board after play.

Example 1: The option „Collect Command Points“ was chosen for the red headline „Crowd burns propaganda“. The Soviet commander collects 3 CP from it. The text and icon effects of the card are ignored.



Example 2: The option „Resolve headline“ was chosen for the red headline „Crowd burns propaganda“. The Soviet commander executes the text effect (shifts support towards the Soviet end) and then the icon effect (retrieves one SPA card). The red icon indicating the time period has no effect. The commander gathers no CP.

Green card options

Choose one of the following:

- **Collect Command Points and resolve headline.** The headline card is revealed and placed on the board face up. The Soviet commander gains the **CP value** indicated on the top left corner. The **text effect and icon effects of the card are executed by the Revolutionary players.** Keep the card on the board to keep track of the CP collected.
- **Discard.** Discard the headline card face up **ignoring CP and all effects.**



Example 3: The option „Collect Command Points and resolve headline“ was chosen for the green headline „National guard begins organization“. The Soviet commander collects 3 CP from it. Then the revolutionary players execute the text effect (they remove one militia from Csepel then draw a random revolutionary tank tile and place it on Kossuth Square). There is no icon effect to be executed on the card only the one indicating the time period (which has no effect).

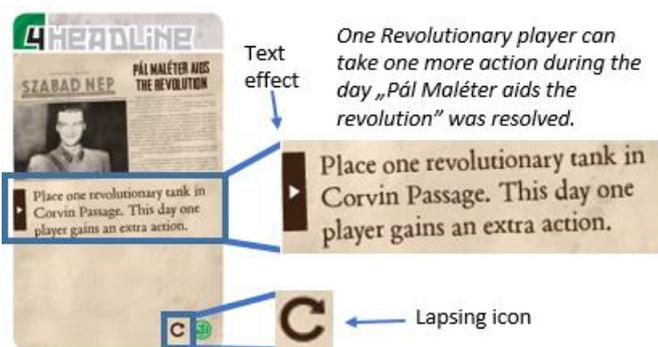
Icons

After the text effect is executed on a card, the players should examine the icons on the bottom of the card that indicate certain effects. There are 4 types of icons on the headline cards.

(time period): These icons do not have an effect and are only important during Setup.

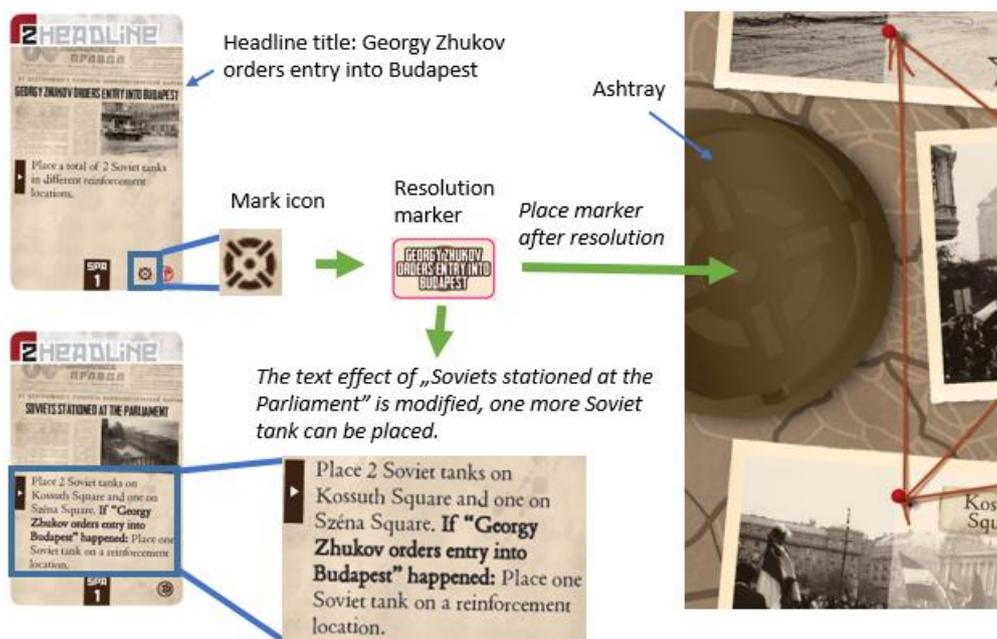
C **(lapsing):** Place the card itself on the board as a reminder that the card's text effect is enforced through the whole day. Discard the headline at the end of the day only.

SPA **(SPA):** Red cards always have this icon on them with a number from 0 to 3. The Soviet commander may retrieve that number of SPA cards from the bottom of the SPA discard queue and adds them to the face up pool of available SPA cards (*see Phase 3: State Protection Authority phase on SPA cards and discard queue*).





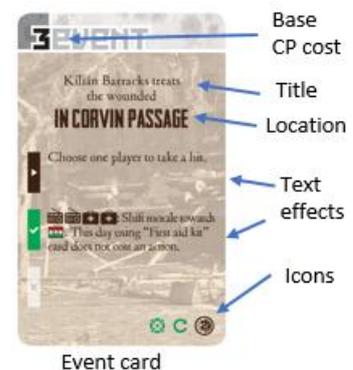
 (marked): Take the corresponding **resolution marker** with the same **headline title** written on it and place it on the **ashtray** on the board as a reminder that this headline have been resolved. It will modify the text effects of other headline cards and events.



Event step

In the event step, the Soviet commander may spend the Command Points collected in the headline step to buy **event cards** from the **event market**. The **base (CP) cost** of an event card is indicated is on its upper left corner. If the base cost of the event is "X" that card is called a **minor event**: its base cost equals the number minor event cards already placed on locations on the board. The base cost of an event is **increased** by the number above the market slot it was bought from:  (+0),  (+1) and  (+2).

Note: The base cost of the first minor event placed is 0 CP, the second placed is 1 CP, etc.





The event cards represent the most important events that happened in the districts of Budapest during the revolution.

Example: The Soviet commander gathers 2+4+2= 8 CP from headline cards then buys 3 events from the market for 2+4+1=7 CP. The base cost of the minor event is 0, because there is no minor event placed on the board yet.

Event cards bought are placed on their specified location on the board, on the **left side** of the photo. If the location is “Anywhere”, the Soviet commander may select any location to place the event on. If an event is placed on a location where there is already another event present, immediately resolve that event card: **remove it** from the board, the Revolutionary players execute the **text effect** and all **icon effects** in the reward section (see Phase 2: Revolutionary phase on the reward section of event).



Example 1: This event belongs „Anywhere” and can be placed on either of these locations. If placed on Corvin Passage, the event there must be resolved.

Example 2: This event must be placed on Corvin Passage. The event already in Corvin Passage is resolved immediately and its reward is gained.

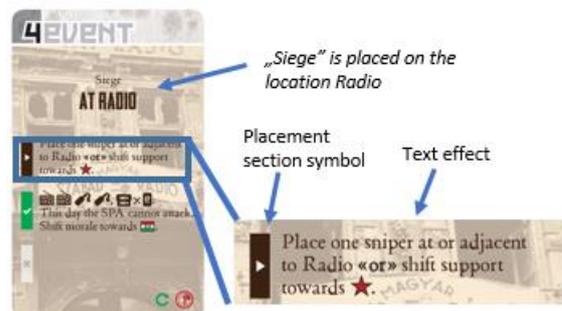
After placing an event card, the Soviet commander must execute its text effect in the **placement section (brown arrow)**. (See Appendix B on details of specific event cards)

The Soviet commander may select the next card to buy after dealing fully with an event card.

Army step

In the army step, the Soviet commander may spend any **remaining Command Points** to move and place additional Soviet tanks. *Note: tanks automatically fire after a Revolutionary player takes an action in the same location (see Phase 2: Revolutionary phase).*

- 1 CP – Move a Soviet tank to an adjacent location. Two locations are adjacent if their photos are connected with pinned strings on the board (See Phase 2: Revolutionary phase for an example of adjacency). The same tank cannot be moved more than once this way. This option cannot be chosen in a location



with a barricade (see Phase 2: Revolutionary phase on adjacent locations and barricades).
Note: to keep track of which tanks were moved already, they can be flipped to their grey side.

- 3 CP – Place one Soviet tank in a **reinforcement location** (Csepel, Széna Square, HWPP Headquarters). 

There can only be a maximum of 8 Soviet tanks on the board at any point in the game. Whenever a card would instruct placing units above the limit, the Soviet commander must place just enough to reach the limit. There is no limit on how many Soviet tanks can be in one location.

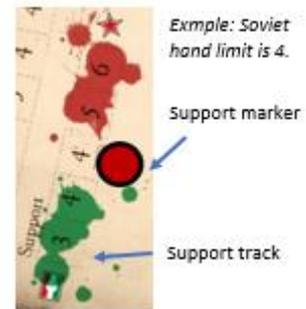
At the end of WWII, the Soviet army was stationed in Hungary to enforce the will of the of the Soviet Union. During the revolution tanks were used regularly by the Soviet Army in the streets of Budapest. The local youth has destroyed approximately 40 of them using molotov cocktails and other means.

Support step

In the support step, the Soviet commander discards the headline cards played for the “Collect Command Points” (red card) or “Collect Command Points and resolve headline” options face up and then draws cards back up to his **hand limit**. The hand limit is the number indicated by the support marker on the support track.

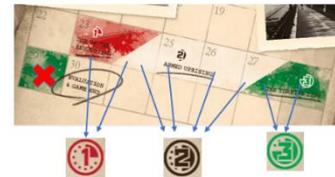
Note: Red headline cards played for the „Resolve headline” option are already discarded at this point.

Note 2: SPA cards do not count as part of the Soviet commander’s hand.



The **day marker** on the calendar displays the names and colors of the headline decks from which the Soviet commander can draw.

On the 1st day, cards are drawn from the  deck. On the 2nd day, cards can be drawn in any combination from the  and  deck. On the 3rd and 4th day, cards are drawn from the  deck. On the 5th day, cards can be drawn in any combination from the  and  deck. On the 6th day, cards are drawn from the  deck. No cards are drawn on the 7th day.



If the  deck runs out on the 6th day, the Soviet commander may draw from the  deck. If the  deck also runs out, cards may be drawn from the  deck.

Market step

Then the Soviet commander must **refill the event market**. They must choose exactly **2 event cards** on the market to **keep** and move them to the  **(+0)** slots then discard the rest of the event cards face up. Then, starting with the  **(+1)** slots, the Soviet commander must fill up the event market with new event cards drawn from the top of the event deck. If there is only one event card remaining on the market, the Soviet commander must keep that single event and fill up the market accordingly. If there are not enough cards to refill the market with, refill as much as possible. Discarded event cards never return to play, not even if the draw deck runs out. *Note: On the 7th day the event deck runs out and the market doesn’t need to be refilled.*



Example: The Soviet commander bought 2 event cards during the event step. Then the commander selects 2 event cards on the market and puts them on the „+0“ slots and discards the rest. Finally the commander refills the market with 4 event cards.

PHASE 2: REVOLUTIONARY PHASE

In this phase, the Revolutionary players take turns to act. At the start of **each phase** they are free to decide on a **turn order**. Each player can do a number of **actions** in their turn depending on the player count and the chosen turn order:

Player count	1st player	2nd player	3rd player
1 Revolutionary	4 actions	-	-
2 Revolutionaries	2 actions	2 actions	-
3 Revolutionaries	2 actions	1 action	1 action

The players must take or pass **all their available** actions before the next player's turn.

Note: For every player count, the total number of actions is 4 for the Revolutionary team.

Revolutionary cards and fighters

Most of the actions require the players to use **revolutionary cards**. The players are not allowed to show their hand to each other, but they are free to discuss it loudly enough that the Soviet commander can hear it.

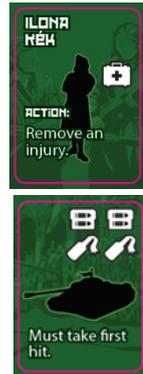
Every Revolutionary player has a **hand limit** of 10 cards. A player with 10 cards at no point in the game may receive an 11th card.



All revolutionary cards are always **discarded after they are played**. Discarded cards are placed face up in a **revolutionary discard pile**. If the draw deck runs out, the revolutionary discard pile is reshuffled to form the new revolutionary draw deck. Players may always go through the discard pile to check for specific cards.

The players can also use the help of **fighters**. These tiles represent those who fought in Budapest during the revolution.

Thousands of civilians are estimated to have actively fought in this revolution just in Budapest. The majority of the fighters were workers and a great deal of them were teenagers. No wonder they have got the nickname “pesti srákok” which roughly translates to “boys (or girls) of Budapest”. It’s hard to tell the number of casualties: the funerals were held in several waves and death reports were forged to protect the family of the deceased from retribution.

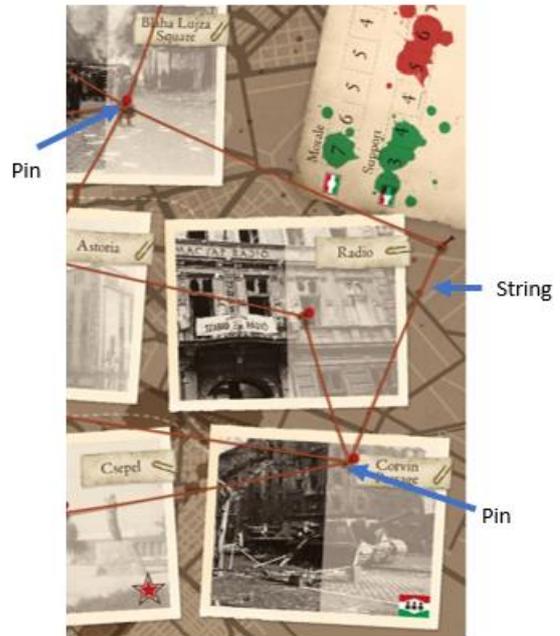


It is possible that the players gain a **revolutionary tank** during the game. Whenever a card instructs the players to place a revolutionary tank, select one of the available tiles randomly. Revolutionary tanks on the board are considered active fighters for all purposes. Whenever the rules or a card mentions “active fighter” it applies to a revolutionary tank as well.

Movement

A Revolutionary player may move on the board **before taking each action** during their turn. If the player has more than one action in their turn, they can move before each of them, but **not after the last action** is spent.

During movement, a player may take any number of movement steps. A **movement step** is taking the player piece from it's current location to an **adjacent location**. Two locations are **adjacent** if their photos are connected with pinned strings.



Example: Blaha Lujza Square and Corvin Passage are adjacent locations

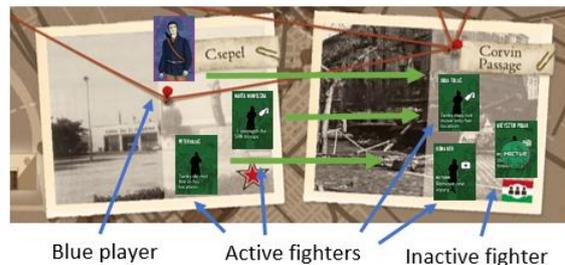
Each turn, the **first movement step** of each Revolutionary is free. If a revolutionary has more than one action during their turn, only the first movement step (prior to the first action) is free. Each **additional** movement step requires the player to **discard 1 revolutionary card** (of any type).



Moving active fighters

When moving, the players may take a **maximum of 2 active fighters** along with them (See *Actions* subsection on how to activate fighters).

The number of active fighters in one location cannot exceed 4 at any point. If bringing one or more would cause this number to be exceeded, that fighter must be left behind.



Example: Blue player makes a legal move from Csepel to Corvin Passage moving 2 active fighters and having 4 active fighters on his destination.

Actions

After movement (or staying in place) the player may carry out an action. Most of the actions require using revolutionary cards or active fighters, but not all of them. There are 7 different actions to choose from.

1. **Activate a fighter** to help in future actions
2. **Resolve an event** to gain its reward

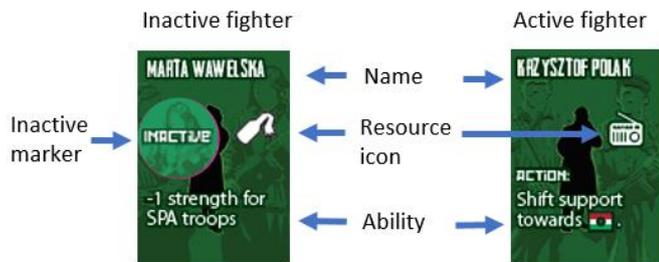
3. **Attack militia** and draw one card at critical success
4. **Destroy a tank** and increase morale
5. **Use card or fighter ability**
6. **Give or take cards from another Revolutionary**
7. **Draw one card**

The actions may be taken **in any order**.

Action 1: Activate a fighter

As an action, **remove the inactive marker from a face up fighter tile** in the same location as the player.

If there is another (face down) fighter tile in the location, reveal it and place the inactive marker on it, otherwise remove the marker from the board. The “Activate a fighter” action cannot be carried out in a location with 4 active fighters already, as only 4 active fighters can be in the same location at the same time.



Note: There are 22 active fighters in the game with a unique name, resource icons and abilities.

Action 2: Resolve an event

As an action, **collect enough resource icons to resolve an event** in the same location as the player.

Event cards have resources indicated in their **reward section** (green tick) which are required in order to resolve that event (See Appendix B for details of specific event cards).

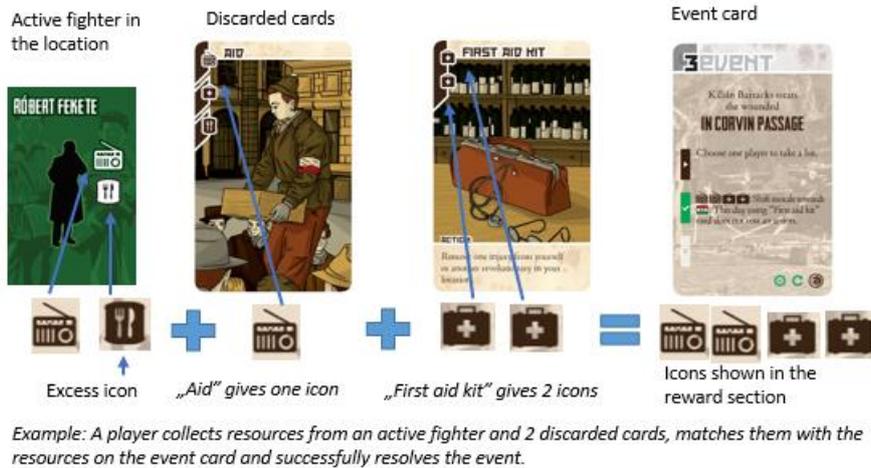


The six **resources** and their icons are:

Information	Food	Medical	Ammunition	Molotov	Vehicle
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The icons for resolution can be collected from **active fighters** in the location of the event. Additionally the **acting player** may discard any number of **revolutionary cards** from their hand and collect the icons shown in their top-left corner. Other players on the location cannot discard cards to help. A card with 2 of the same icons gives both of them, but the “Aid” card only counts as one of the icons shown on it.

Each collected icon on the played cards and active fighters have to be **matched** to each icon on the event reward section. Any excess icons are ignored. If all icons are matched on the reward section, the event is successfully resolved.



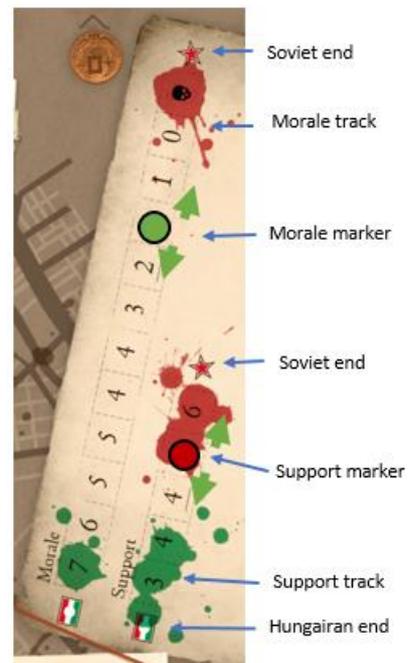
Some event cards have a („number of events“) icon after a resource. The player must provide a number of resources equal to or more than the total number of event cards (including itself) placed on locations on the board.



An event must be resolved in **one action**. If successful, remove the event card from the board and discard it.

When an event is resolved the acting player executes the text effect of the **reward section**. There are some important concepts regarding rewards gained from resolving an event:

- **Shift morale towards (Hungarian end) or (Soviet end):** Move the marker on the morale track one position towards the end with the or icon on it, respectively.
- **Shift support towards (Hungarian end) or (Soviet end):** Move the marker on the support track one position towards the end with the or icon on it, respectively.
- **Move/Remove enemy units** as in militia, snipers or Soviet tanks, depending on the event card reward. *Note: Removing units does not count as killing or destroying them, and no rewards are gained unlike during “Action 3: Attack militia” and “Action 4: Destroy a tank” actions.*



Some event cards have one or several **icons** on their bottom right corner which indicate an effect to be executed upon resolving the event.

(**lapsing**): Place the card itself on the the board as a reminder that the card’s text effect is enforced through the whole day. Discard the event at the end of the day only. (See page 10 for a detailed example)

(**marked**): Take the corresponding **resolution marker** with the same **event title** written on it and place it on the **ashtray** on the board as a reminder that this headline have been resolved. It will modify the text effects of other events. (See page 11 for a detailed example)

Action 3: Attack militia

As an action, **collect 1-5**  (ammunition) icons to **attack the same number of militia (1-5)** in the same location as the player. Collect in the same manner as seen in „Action 2: Resolve an event“.

Remove the attacked militia units from the board. Additionally, if at least 3 militia units were attacked, draw a card as a reward (hand limit is 10).



Note: Snipers cannot be killed this way, but they can be killed with an Ambush card.

Action 4: Destroy a tank

As an action, **collect 3**  (molotov) icons to **destroy one Soviet tank** in the same location as the as the player. Collect in the same manner as seen in „Action 2: Resolve an event“.

If a tank is successfully destroyed, shift morale towards  2 times as a reward and remove the destroyed tank from the board.



Action 5: Use card or active fighter ability

Revolutionary cards may have abilities written on them. When using a card for its ability, **discard the card** face up and execute the text effect. Card abilities have 2 kinds of labels:

- **“Action”**: the player must **take** an action to use the ability.
- **No label**: the player does not have to take an action to use the ability, simply executes the text. It can be done before movement, between 2 movement steps, before or after taking an action. It however can not be done outside of a player’s turn.

Active fighters (and **revolutionary tanks**) may also have abilities written on them (See Appendix C on details of specific fighters and tanks). A fighter must be active in order to use its ability. Active fighter abilities have 3 kinds of labels:

- **“Action”**: each player can use the ability **once per turn** by **taking** an action.
- **“Once per turn”**: each player can use the ability **once per turn without taking** an action.
- **No label**: the ability is continuously provided throughout the whole game in the active fighter’s location.



„Action“ Text effect



No label
Fighter ability

Action 6: Give or take cards

As an action, a player may choose **one** of the following:

- **Give** any number of cards to one other player (hand limit is 10) in the same location
- **Take** any number of cards from one other player (hand limit is 10) in the same location.

Action 7: Draw a card

As an action, a player may draw one revolutionary card from the draw deck. If at hand limit (10 cards), this action may not be taken.



Retaliation of Soviet tanks

If a player takes an action in the same location as a Soviet tank it fires at the player **after the action**. Roll a die for each Soviet tank in the location. For every roll of 1-3, deal one **hit**. *Note: If the action was "Destroy tank", the Soviet tank that was just destroyed does not fire.*



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



Hits

A **hit** is damage suffered by the Revolutionaries. For each hit dealt in a location, the Revolutionary players must choose from the following 3 options:

- A Revolutionary player in the location takes an **injury** marker
- An **active fighter** is removed from that location
- A **barricade** is removed from that location



Note: There are several cards and fighter abilities that can be used to remove an injury. Removed fighters can be revived sometimes too. Revolutionary tanks and barricades however are permanently out of the game and cannot be retrieved.

Drawing revolutionary cards

After all the Revolutionary players have taken their turns the Revolutionary team can draw a total of revolutionary cards equal to the number indicated by the morale marker on the **morale track**. **Without looking at them** they must distribute them between each other **evenly**. If an even distribution is not possible then a player may be given **one more card** than any other player.

If drawing cards would put a player above their hand limit of 10 cards, any excess cards allocated to those players are distributed between the remaining players if possible. If not, reshuffle these cards into the draw deck.



Example 1: Morale is 5 and there are 2 players. Blue player takes 2 cards and red takes 3. The difference between taken cards is $3-2=1$.

Example 2: Morale is 5 and there are 3 players. Blue player takes one card, red takes one, and yellow takes 3 cards. The difference between taken cards by red and yellow is $3-1=2$. This is not legal!

PHASE 3: STATE PROTECTION AUTHORITY PHASE

The State Protection Authority was the dreaded secret police of the Hungarian communist regime. It was neither part of the Soviet nor the Hungarian Army - their orders came directly from the Hungarian Working People's Party. It was comprised of Hungarian volunteers ideologically trained to protect the people from "enemies outside and inside". They had permission to act above the law: investigate, interrogate and even kill in secret. They became the main force of retribution against the revolution.

At the end of each day the Soviet commander executes the orders for the State Protection Authority of Hungary (from now on: SPA). The SPA's units are the **militia** and the **sniper**. There can only be a maximum of 14 militia and 5 snipers on the board at any point in the game. Whenever a card would instruct placing units above the limit, the Soviet commander must place just enough to reach the limit. There is no limit on how many units can be in a single location.



Militia



Sniper

Note: Soviet tanks are part of the Soviet Army and they cannot be ordered in the SPA phase.

The SPA cards are placed on the table, face up, forming an **SPA card pool**. In one phase the Soviet commander can **either**:

- Play SPA cards from the SPA card pool.
- Retrieve all cards played back to the SPA card pool.

Playing SPA cards

If the Soviet commander chooses to play cards he may play any number in any order. Played cards are discarded into a **discard queue**. Played cards must be placed in order of resolution on the top of the discard queue. Put the cards into the queue partially overlapping, so previously placed cards remain identifiable for all players.



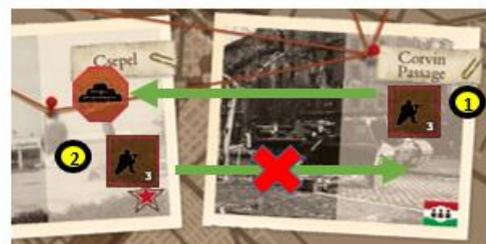
There are 4 different SPA cards. Their effect is explained in detail below.

SPA card 1: Move sniper



A single sniper may be moved from its current location to an adjacent location. Two locations are adjacent if their photos are connected with pinned strings.

If a barricade is present in a location, the sniper may move into it but may not move out from it.



Example 1: A sniper moves legally from Corvin Passage to Csepel where a barricade is present.

Example 2: A sniper can NOT move legally from Csepel with a barricade present.

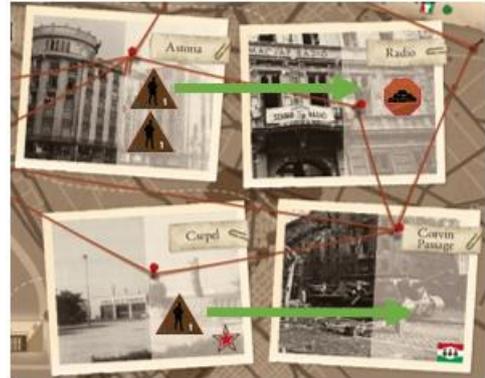
SPA card 2: Move militia



Choose from the following options:

- Move one militia up to 3 times to an adjacent location
- Move one militia up to 2 times and another militia once to an adjacent location
- Move up to 3 militia once to an adjacent location

If a barricade is present in a location, a militia may move into it but not out from it.



Example: One militia is moved once from Astoria to the Radio. A barricade is at the Radio so the militia cannot move from there. Another militia is moved once from Csepel to Corvin Passage. A third militia is left in its place as all movement by the card is optional.

SPA card 3: Place militia



Up to 2 militia may be placed together in a single

reinforcement location marked with . These locations are **Csepel, Széna Square and HWPP Headquarters**.

Note: There can only be a maximum of 14 militia on the board.

SPA card 4: Attack!



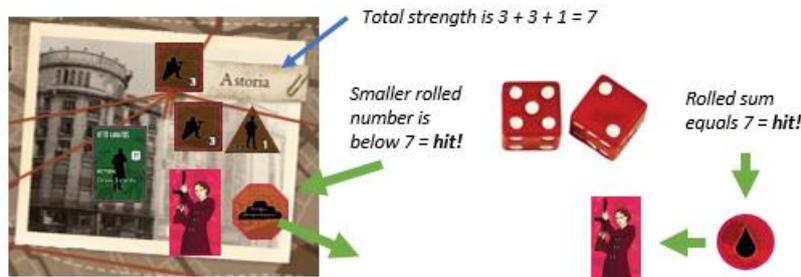
Choose a location with SPA units (militias, snipers) in it to carry out the attack there. 2 Attack! cards can be played on the same day but they **cannot target the same location**.

Calculate the total unit strength. Snipers have a strength of 3, militia have a strength of 1. Then choose one of the following

options:



- **Fire:** Roll 2 dice. If the **smaller number** rolled is equal or below the total unit strength, deal **one hit** (See *Revolutionary phase* section on hits). If the **sum of both die** is equal or below the total unit strength, deal **one more hit**.
- **Threaten:** If the total unit strength is 9 or more shift the morale towards the . If a barricade is present, this option may not be chosen.



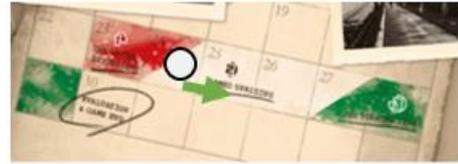
Example: The Soviet commander chooses the „Fire” option on the location Astoria then rolls 2 dice. They land a double hit and the red player chooses to remove the barricade token and take one injury marker. The active fighter is saved.

Retrieving SPA cards

If the Soviet Commander chooses to retrieve cards he retrieves all of them from the discard queue to the SPA pool. *Note: the Soviet commander may also retrieve SPA cards by playing headline cards on the Soviet phase (See Phase 1: Soviet phase section for details).*

END OF THE DAY

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



Example: The day marker is moved from 24th to 25th.

ENDING THE GAME

The game normally ends after the 7th day (October 29th).

Event penalties

Some event cards have a **penalty** on them which is indicated in the **penalty section (red X)**. (See Appendix B on details of specific events). If such an event card is on the board unresolved at the end of the game, execute the text effect in the penalty section. Then move onto the evaluation.



Evaluation

On October 30th, the struggling sides sit down to negotiate. If **4 or less events** are placed on locations on the board, the crisis is contained and the Hungarians manage to gain a ceasefire promise from the Soviet leadership, ending the revolution with a **victory of the Revolutionary players**.

If there are **more than 4 event cards** on the board, the revolution fails to live up to the promise and the **Revolutionary players lose**.

Even though that victory will be very short lived – the Soviet Union invades on the 4th of November - but that is not within the scope of this game.

Immediate Defeat or Victory

The game ends in an **immediate defeat** for the Revolutionary players if:

- **At any point** in the game **any one player takes the 4th injury marker** in a game with 3 or 2 Revolutionary players or the **5th injury marker** in a game with a single Revolutionary player.
- **At the end of any day** or at the end of the game the **morale marker is at the last space of the morale track**. 

The game can also end in an **immediate victory** for the Revolutionary players, if there are **no tanks** and **no militia** present on the board any time during the Revolutionary phase.

DIFFICULTY SETTINGS

Favoring the Revolutionary players

Choose any or all of these options:

- Shift morale towards  once or 2 times after setup
- Remove the sniper from the Radio after setup
- Increase the limit of injuries for immediate defeat by one

Favoring the Soviet commander

Choose any or all of these options:

- Shift morale towards .
- Place one militia in Csepel and/or Stalin Square.
- Shift support towards . This is a rather drastic change.

ZHUKOV RULESET

The following section explains the rules for the Zhukov ruleset, which is a cooperative and solo version of Days of Ire: Budapest 1956 for 1-3 players.

Changes with respect to the basic game

When playing with the Zhukov ruleset, some rules are slightly different than in the basic game. The 2 lists below summarize which sections are the same in both game modes and which ones are different. If a section is changed, you **do not need to read the original section**, just read the changed ones below.

Unchanged sections (read the original section)	Changed sections (skip the original section)
<ul style="list-style-type: none">• Components• Setup<ul style="list-style-type: none">◦ Setting up the board◦ Setting up the Revolutionary side• Game structure• Phase 2: Revolutionary phase• End of a day• Ending the Game	<ul style="list-style-type: none">• Setup<ul style="list-style-type: none">◦ Setting up the Soviet side• Difficulty settings• Phase 1: Soviet phase• Phase 3: State Protection Authority phase

Difficulty settings

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

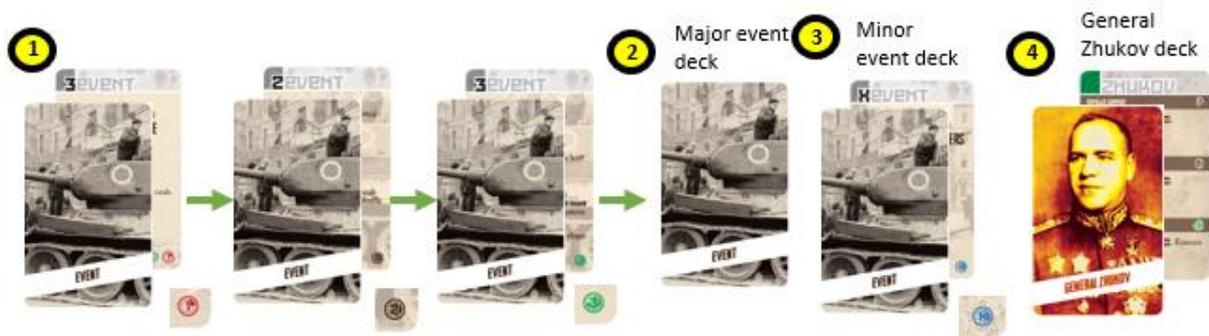
- Place the morale marker on the "3" space of the morale track. 
- Remove one sniper from Radio

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

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

Setup – Setting up the Soviet side

1. Separate **event cards** into 4 decks by the **4 timing icons** on the **bottom right corner on their front**. The icons are:  (1),  (2),  (3),  (X). *Note: ignore the big numbers in the top left corner, they serve no purpose during setup.*
2. Shuffle the decks marked ,  and , the stack them next to the board on top of each other ( on top,  on the bottom) forming the **major event deck**.
3. Shuffle the remaining event cards marked  and place them face down next to the board forming the **minor event deck**.
4. Shuffle the **General Zhukov cards** and place them next to the play area.
5. The **State Protection Authority cards** and the following 3 types of **headline cards** will not be needed in this game mode:
 - a. 1 – Day of the Revolution
 - b. 2 – Armed Uprising
 - c. 3 – The Turning Tide

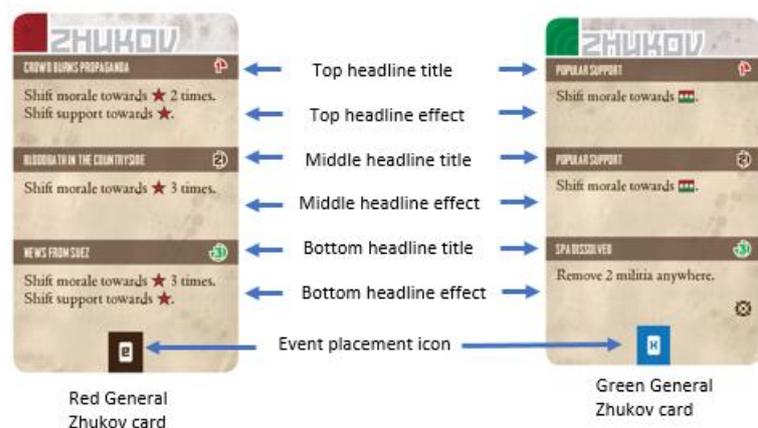


Phase 1: Soviet phase

The Zhukov deck represents the Soviet commander in the absence of a player taking on the role. The General Zhukov cards can be either red or green on their front. Green cards help the Revolutionaries while red cards have a negative effect. All cards have 3 **headline titles** and 3 corresponding **headline effects** which belong to the 3 time periods of the revolution and an **event placement icon** which is executed after the appropriate headline text effect.

Georgy Konstantinovich Zhukov, a successful WWII general, was the Minister of Defense during the revolution. Although he was commanding the troops stationed in Budapest he was not supporting the idea of a full-scale invasion of Hungary and even considered withdrawing troops from Budapest when dire measures became necessary against the revolutionaries.

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



The resolution of a General Zhukov card has 3 steps:

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

Support step

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

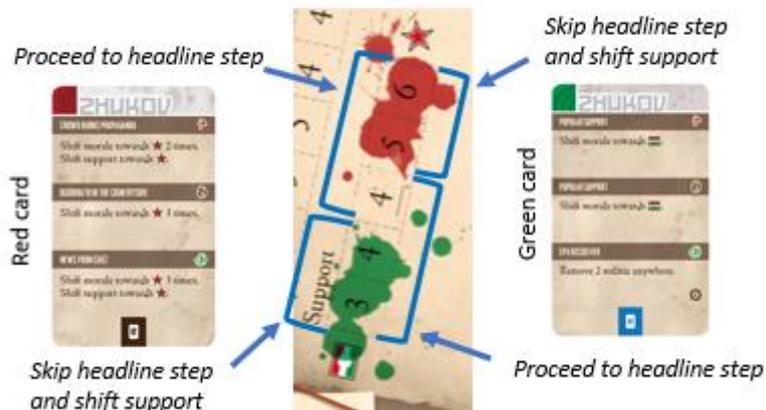
If the marker on the support track is closer to the then check the color of the card drawn:

- **Green card:** Move the **support marker** on the support track one position towards the end with the icon on it (in short, shift support towards). Then **skip the headline step** and continue with the event step.
- **Red card:** **proceed** to the **headline step**.

If the marker on the support track is closer to the then check the color of the card drawn:

- **Green card:** **proceed** to the **headline step**.

- **Red card:** Move the **support marker** on the support track one position towards the end with the **★** icon on it (in short, shift support towards **★**). Then **skip the headline step** and continue with the event step.



Headline step

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

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

If a text effect has the **C** (lapsing) icon next to it place the General Zhukov card itself on the board as a reminder that the text effect is enforced throughout the whole day. Discard the headline at the end of the day. *Note: on the 4th day do not reshuffle this card when drawing the new 2, reshuffle it at the start of the 5th day instead.*

Event step

After executing or ignoring the text effect of the appropriate headline on the Zhukov card, execute the effect of the **event placement icon** on the bottom of the card. There are 3 types of event placement icons:

E (Place major event): Draw an event card from the major event deck, and place it in its corresponding location. “Anywhere” events must be placed in an empty location if possible. After placing the event on the board, execute the text effect in the **placement section** (brown arrow).



It is also possible that the corresponding location already has an event on it. In this case

- If the new event has a penalty section (red X) on it, discard the existing event and place the new event in the location.
- If it has no penalty section, discard the new event and place a Soviet tank in the corresponding location. If there are 8 Soviet tanks to the board do not place another one.





Example 1: A major event belongs „Anywhere“. It can be placed in Csepel where is no event and cannot be placed in Corvin Passage which has an event in it.

Example 2: A major event belongs in Corvin Passage but an event already is there so you must place a Soviet tank there instead of the event.



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



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

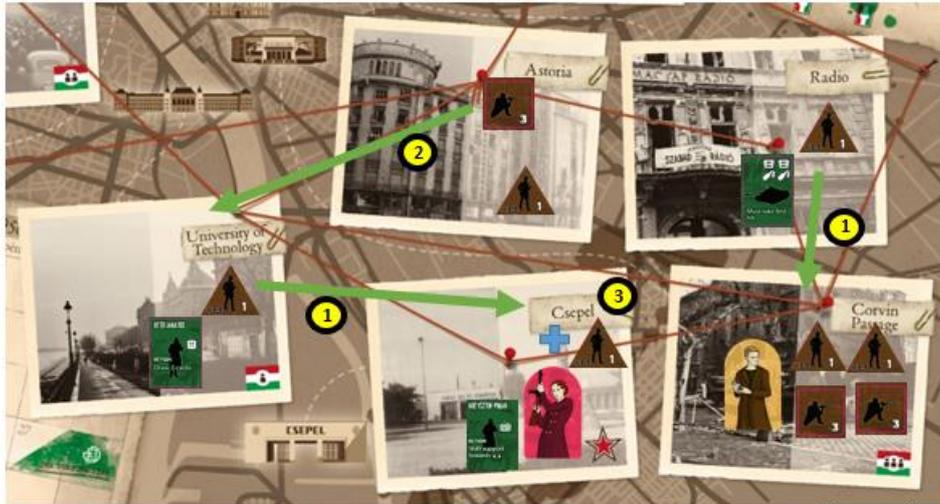
Phase 3: State Protection Authority phase

The State Protection Authority was the dreaded secret police of the Hungarian communist regime. It was neither part of the Soviet nor the Hungarian Army - their orders came directly from the Hungarian Working People's Party. It was comprised of Hungarian volunteers ideologically trained to protect the people from "enemies outside and inside". They had permission to act above the law: investigate, interrogate and even kill in secret. They became the main force of retribution against the revolution.

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

1. **Move militia:** Move every militia in a location **adjacent** (see *Phase 2: Revolutionary phase*) to a player into the player's location. If a militia is adjacent to multiple players, choose the player earlier in turn. In a location with a player or a barricade militia do not move.  Militia
2. **Move snipers:** Move every sniper one location closer to the closest player. If more players are the same distance from a sniper, either can be chosen. If multiple paths bring the sniper closer to a player, either can be chosen. In a location with a player or a barricade the snipers do not move.  Sniper
3. **Place militia/sniper:** If there is at least one militia token available
 - a. Place one militia in **Csepel, Széna square, and HWPP Headquarters**. If there are less than 3 militia left, it's your choice between these three locations.
 - b. Otherwise, place one sniper in **Astoria**. If there are no more snipers to place do nothing.
4. **Attack:** In every location **calculate the total strength** of militia and snipers. Snipers have a strength of 3, militia have a strength of 1.
 - a. **Fire:** Roll **2 dice** where a **player, an active fighter** or a **barricade** is present. If the **smaller number** rolled is equal or below the total strength, deal **one hit** (See *Revolutionary phase* section on hits). If the **sum of both die** is equal or below the total strength, deal **one more hit**.  

- b. **Threaten:** After firing, for each location where the **total strength is 9 or more**, and no barricade is present, shift morale towards ★.



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

- 4. Attack:** Astoria, Csepel and Corvin Passage is attacked.
 Total strength in University of Technology is 3.
 Total strength in Csepel is 1+1=2
 Total strength in Corvin Passage is 1+1+1+3+3=9
a) Fire: 2 dice are rolled for all attacked locations, the results are:
University of Technology: Smaller roll 5 -> no hit
 Sum of rolls 10 -> no hit
Csepel: Smaller roll 2 -> hit! Red player removes the active fighter in the location.
 Sum of rolls 4 -> no hit
Corvin Passage: Smaller roll 5 = hit! Yellow player takes one injury
 Sum of rolls 10 -> no hit
b) Threaten: Total strength is Corvin Passage is 9. Players shift morale towards ★

