

People Power



PLAYBOOK

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People Power Tutorial

By Joe Dewhurst

New players should start here!

The Philippines, 1983. The corrupt government of Ferdinand Marcos still rules with an iron fist, although free elections have been promised in 1984. The communist New People's Army has been resisting the government for decades, and continues to fight from its strongholds in northern Luzon and the southern island of Mindanao. Reformist opposition leader Ninoy Aquino has just been shot dead upon returning from exile, sparking mass protests in the capital city of Manila. The stage is set for *People Power*!

This Tutorial will guide you through how to set up the game and start playing, including central game concepts, the sequence of each turn, and all the options available to each Faction. The focus of the Tutorial is on introducing and teaching the game, rather than demonstrating good strategy—we leave you to explore that on your own!

Standard Scenario Setup

We will set up for the Standard Scenario, which begins in 1983 and runs through two campaigns of play to the climactic 1986 general election. Instructions for setting up both scenarios can be found from page 16 of the Rules of Play, which this Tutorial will refer to periodically.

The Map. Unfold and lay out the map board, which depicts the various islands making up the Philippines. These are divided into irregular Countryside and circular City spaces, with light border lines marking adjacency between spaces. Note that the two large islands of Luzon and Mindanao are divided into several spaces, while Visayas is a single Countryside space despite consisting of many individual islands. Each playable space has a numerical Population value and boxes for smaller political alignment and larger Control markers. The South China Sea space is not playable, serving just to block adjacency between Northern Luzon and Visayas (likewise, the Sulu Sea is not playable).

Also present on the board are two Overflow boxes for use if a space becomes overcrowded, an Election box for holding the active Election card, a Sequence of Play box for tracking player actions each turn and phases during the Election Round sequence, and a numerical edge track for marking Faction Resources, victory totals, Patronage, and Aid.

Read rules section 1.3 to learn about the map board.

Faction Mats. Each of the three player Factions has a rectangular mat that is used to store Available pieces, and includes some introductory tips on the reverse side. Place these near to the map board.

Forces and Markers. Gather the wooden pieces and punchboard markers (carefully punch these out of the counter sheet if you have not done so already), and turn to page 16 in the Rules of Play to begin setting up the standard scenario.

Separate out the wooden pieces by Faction color: yellow for Reformers, red for NPA, and (light and dark) blue for Government. Each Faction has two large embossed cylinders that are used to mark Eligibility and Resources respectively—place one of these in each Faction color in the 'Eligible Factions' box on the Sequence of Play chart, and the other on the numerical edge track as indicated by 'Resources' in the standard scenario setup instructions (4 each for Reformers and NPA, 18 for Government). The remaining wooden pieces are the Faction 'Forces': cylindrical yellow Activists (embossed on one end), red octagonal Guerrillas (also embossed on one end), light blue Police and dark blue Troops cubes, and flat Base discs in each Faction color. Place all these Forces on their respective Faction mats—the Reformer and NPA Bases can be placed in the marked numerical spaces to aid counting during play. There are also several black and white pawns that can be used to mark spaces as a reminder during play, but serve no mechanical purpose—set these to one side for now.

Read rules sections 1.4 and 1.5 to learn about the different Factions and their Forces.

Sort the punchboard markers by type. Larger square markers with rounded corners are used to mark Control (either Government or NPA) of map spaces, each Faction's victory total along the edge track, the current amounts of Government Patronage and Aid along the same track, and each phase of the Election Round sequence. Smaller square markers are used to mark the political alignment (Support, Opposition, Resistance) of map spaces and to indicate the presence of Terror in a space. Larger rectangular Overflow markers are used to indicate where an Overflow box is in use. Finally, there are four circular Protest/Strike markers (and two spares, which should be set aside somewhere safe) that may be placed into map spaces by various game effects.

Read rules sections 1.6 to 1.10 to learn about the markers.

Now that we have introduced all these game components, we will set them up on the map board as indicated by the standard scenario setup instructions on page 16 of the Rules of Play (see diagram of this setup on the opposite page). Start by placing

wooden Forces pieces into the indicated spaces, leaving all remaining Forces on their Faction mats (where they are ‘Available’ to place during play). Guerrillas are always placed onto the map embossed side down (including during play), indicating that they are currently ‘Underground’. Activists are also placed embossed side down, indicating that they are ‘Inactive’, unless there is a Protest marker in the same space, in which case they are flipped to ‘Active’ (embossed side up)—note that as we are about to place a Protest marker into the Manila space, the Activists there will begin the game Active.

Next, we will set up the punchboard markers. The four circular Protest/Strike markers are used to indicate the presence of a Protest or Strike in a map space. These are mutually exclusive (there can never be both a Protest and Strike marker in the same space), and also component limited (there can only ever be a combined total of four Protests and Strikes in map spaces). In addition, the presence of a Terror marker in a space prohibits the placement of a Protest or Strike, and the presence of a Protest marker Activates all Activists in that space (flip them embossed side-up in order to indicate this). Place a Protest in Manila and Activate all Activists there.

Read rules section 1.8 to learn about Protest, Strikes, and Terror.

Each map space can have one of four political alignments: Neutral (indicated by the absence of a marker), Support for the Government (which also inhibits other Factions’ actions), non-violent Opposition (contributing to the Reformer victory total), or violent Resistance (contributing to the NPA victory total). When a game effect tells you to ‘shift’ towards one of these latter three alignments, you should either place a marker of the specified type if the space is currently Neutral, or else remove a marker of one of the other two types (leaving the space Neutral). If the space is already at the specified alignment then further shifts in that direction will have no effect. Place a Support marker in Manila and Cebu’s ‘Neutral’ boxes now.

Read rules section 1.6 to learn about political alignment.

Each map space may also be Controlled by either the Government or the NPA, or else Uncontrolled (indicated by the absence of either Control marker). The Government or NPA Controls a space if their Forces there exceed those of both other Factions combined, ignoring Inactive Activists. Place Government Control markers in Northern Luzon, Manila, Cebu, Zamboanga, and Davao. Place NPA Control markers in Southern Luzon and Visayas.

Read rules section 1.7 to learn about Control.

Place the Overflow A and B markers in their respective Overflow boxes, and the Election marker in the first box of the Election Round track at the bottom of the Sequence of Play chart. The remaining markers are used to indicate various game states along the numerical edge track: Government Aid and Patronage (starting at 7 and 5 respectively), ‘Control + Patronage’ (starting at 18), ‘Oppose + Bases’ (starting at 1), ‘Resist + Bases’ (starting at 3). Place these markers along the edge track now.

Read rules section 1.9 to learn about Aid and Patronage.

Victory. The three markers that we just placed along the edge track indicate the progress that each Faction has made towards achieving their objectives. To win at the start of an Election Round each Faction must meet a certain threshold:

- The Government wins if the total of Controlled Population and Patronage exceeds 18.
- The Reformers win if the total of Population at Opposition plus their Bases on the map exceeds 12.
- The NPA wins if the total of Population at Resistance plus their Bases on the map exceeds 13.

If any Faction exceeds their victory threshold during the Victory Phase of an Election Round then they immediately win the game. If multiple Factions exceed their victory threshold, then the Faction with the highest margin above their threshold wins. Otherwise, if no Faction has exceeded their victory threshold by the end of the game, then the Faction with the lowest margin beneath their threshold wins the game.

Read rules section 1.10 to learn about the Victory markers and section 7.0 to learn about Victory, including the order in which ties are broken.

Event Deck. The general instructions for constructing the Event Deck can be found on page 16 of the Rules of Play. Usually, the deck is constructed by creating either two or three stacks of ten Event cards each, with a specific Election card shuffled into the bottom four Events of each stack. For the purposes of this tutorial we will use a pre-ordered stack composed of the following cards, from top to bottom (all face-down):

- Card 1: CESAR CLIMACO ASSASSINATED (#9)
- Card 2: BATAAN NUCLEAR POWER PLAN (#26)
- Card 3: IMF (#1)
- Card 4: CHINESE AID (#24)
- Card 5: GENERAL VER ACQUITTED (#14)
- Card 6: NINOY SPEAKS AGAINST MARCOS (#33)
- Card 7: MARCOS’ WAR RECORD (#25)
- Card 8: SALVAGING (#7)
- Card 9: TARLAC TO TARMAC (#4)
- Card 10: 1984 PARLIAMENTARY ELECTION (#39)

If you would like to continue playing after the tutorial, shuffle together the remaining Events cards and deal out four, shuffle these four together with the 1986 SNAP ELECTION (#40) card, deal another seven Event cards on top of this pile, and place the resulting stack underneath the first stack we created above. Either way, place the constructed deck near the board.

Election Momentum. Each Election card has a specific ‘Momentum’ effect that will remain in play until the next Election card is drawn. At the start of the standard scenario the NINOY AQUINO MURDERED (#38) card is in effect—place this card face-up in the Election Card box. This card modifies the Reformer Protest Operation, as we will see shortly.

Personalities and Acts of Desperation. For this introductory tutorial we will not be using the optional Personality and Acts of Desperation, which are described in sections 5.3 and 5.4 of the Rules of Play. Set these cards to one side.

Events, Operations, and Special Activities

We are now ready to begin play. In *People Power*, we reveal one card at a time from the deck, and each Eligible Faction has an opportunity to act on that card before a new card is drawn. Turn over the top card of the deck now, and place it face-up next to the deck. This is now the active card.



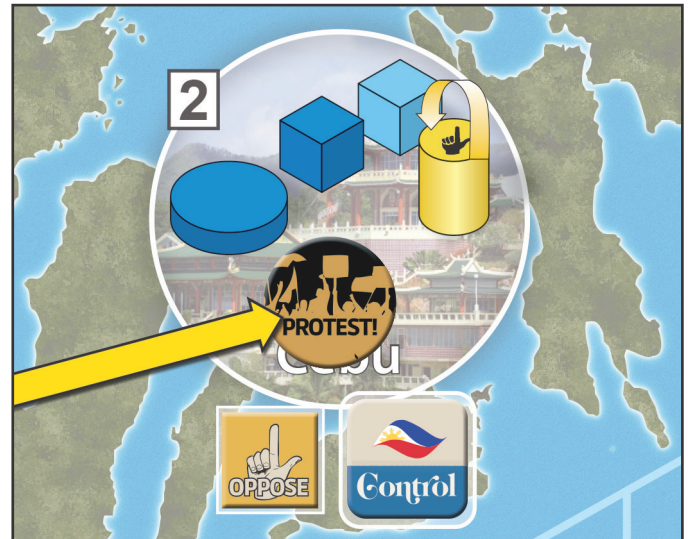
Card 1 – CESAR CLIMACO ASSASSINATED. At the top of each Event card are the three Faction icons, whose order determines the sequence in which Eligible Factions will execute their actions for that card. At the start of the game all Factions are Eligible, and the Reformer icon is first on this card, so they have the first choice of actions. As the 1st Eligible Faction, the Reformers have several options available to them, as indicated in the four boxes above, below, and to the right of the ‘Eligible Factions’ box. They can perform either the unshaded or shaded Event text (typically the unshaded text benefits the Government and the shaded text benefits Reformers or NPA, but this is not universally true); an Operation in multiple spaces, with the possible addition of a Special Activity; a Limited Operation in only one space; or Pass to gain Resources. If they perform either of the latter two options, they will remain Eligible to act on the next card, and the next Eligible Faction will now become 1st Eligible. Any number of Factions may perform Limited Operation or Pass on the same card, while only one Faction per card may perform an Operation with a Special Activity, and only one Faction may perform either the Event or an Operation without Special Activity.

Read rules section 2.0 to learn about the Sequence of Play.

In this case, the Reformer player would like to perform a Protest Operation, as their position in Manila is currently somewhat precarious. Look at the Reformer page of the Faction foldout to see a full list of the Operations and Special Activities available to them. The Protest Operation may select any spaces with Activists and without Strike or Terror markers. In each selected space, the Operation first places a Protest marker if there are any available (unless there is already one in the space), and then shifts one step towards Opposition if there is now a Protest marker in the space. However, the NINOY AQUINO MURDERED Momentum effect modifies the Protest Operation, causing it to set each space directly to Opposition rather than shifting. Therefore, the Reformer player chooses to Protest in Manila and Cebu to take full advantage of this effect. There is already a Protest marker in Manila, so we do not place a second one, but instead just set it to Opposition: replace the Support marker there with an Opposition marker. In Cebu we place a Protest marker and flip the Activist there to its Active side (remember that Activists

are always and only Active in spaces with Protests), then set it to Opposition as well. Finally, we adjust the Reformer ‘Oppose + Bases’ to 8 (as there is now a total of 7 Population at Opposition, plus 1 Reformer Base in Manila), and reduce the Reformer Resources cylinder from 4 to 2 (as each space selected for an Operation costs them 1 Resource).

Read rules section 3.3.4 to learn about the Protest Operation.

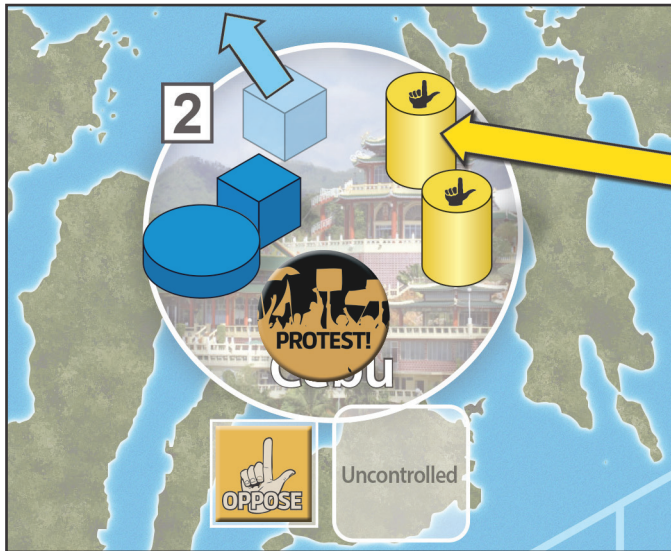


The Reformers perform a Protest Operation in Cebu, placing a Protest marker there, flipping the Activist to its ‘Active’ side (embossed end up), and setting the space directly to Opposition due to the effect of NINOY AQUINO MURDERED Election card that is currently in play.

When any Faction performs an Operation they may also be able to perform an associated Special Activity. This option is always available to the 1st Eligible Faction, and may also be available to the 2nd Eligible Faction depending on what the 1st Eligible Faction chooses to do. Each Operation can only be paired with certain Special Activities: in this case, Protest can be paired with either Appeal or Convert. The Reformer player chooses to Convert, which may target up to two spaces with Active Activists and Government pieces—in this case, that is just Manila and Cebu, so their choice is simple. In each space they may either remove two cubes (Police before Troops), replace one cube with an Activist (also Police before before Troops), or replace a Government Base with a Reformer Base if there are no cubes present. In Manila they remove two light blue Police cubes, and in Cebu they replace the one Police cube with an Activist. Place the removed or replaced cubes on the Government mat, and place an Activist from the Reformer mat in Cebu (Active, as there is a Protest marker in the space). Both spaces are now Uncontrolled, as neither Government nor NPA has a majority of the relevant pieces—remove the Government Control markers to indicate this. Additionally, Patronage is reduced by 1 for each Convert space (or 2 if a Base was replaced), lowering it from 5 to 3, and the net effect of losing Patronage and Control lowers the ‘Control + Patronage’ marker from 18 to 9—do all this now. As they have performed both an Operation and a Special Activity, the Reformer turn is now complete—shift their eligibility

cylinder from 'Eligible Factions' to '1st Faction Op + Special Activity' to indicate what they chose to do.

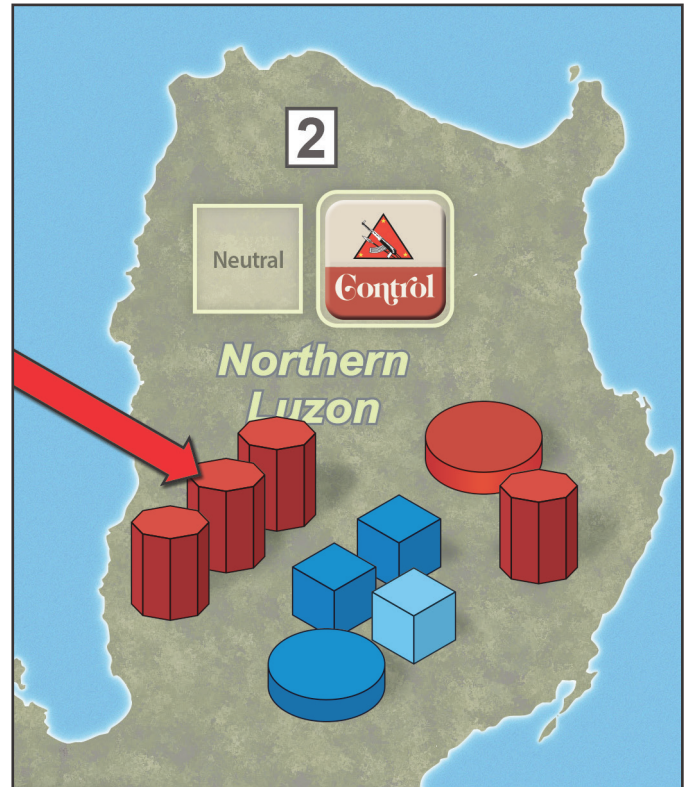
Read rules sections 4.3.2 to learn about the Convert Special Activity.



The Reformers perform a Convert Special Activity in Cebu, replacing the Police cube there with an Activist (which immediately becomes Active due to the Protest), and lowering Patronage by 1. Government Control is also removed from Cebu, as there are no longer more Government pieces than Active Activists in the space.

The NPA are 2nd Eligible, and may choose from either Limited Operation, Pass, or the options available in the box immediately to the right of the 1st Eligible Faction's cylinder—in this case, either Operation only or the shaded or unshaded Event text. As they would like to Rally anyway, the NPA choose to perform the shaded Event text, which allows them to Rally in up to 3 spaces for free (paying no Resources). Take a look at the NPA page of the Faction foldout for more details about their Operations. The NPA Rally Operation may select any map spaces that are not at Support—in this case that is every space, as the Reformers have just removed the Support in Manila and Cebu with their Protest Operation (note that Opposition does not prevent the NPA from Rallying). They choose to Rally in Northern Luzon, Davao, and Zamboanga. As they already have Bases in Northern Luzon and Davao they can place up to 3 Guerrillas in each space (1 for the Base, plus 2 for the Population), and they choose to do so. In Zamboanga they place their single remaining Guerrilla. In any space they could have instead chosen to replace two Guerrillas with an NPA Base, up to the limit of two Bases (of any Faction) in each space. All Guerrillas placed by Rally are placed Inactive, with their embossed end down, but Inactive Guerrillas still compete with Government pieces for Control. As they now have a majority of pieces in both Northern Luzon and Davao (ignoring the Inactive Activist) they gain Control of both spaces—flip the Government Control markers to their NPA Control side. This further lowers the 'Control + Patronage' marker to 5. The NPA turn is complete, and we place their marker in the '2nd Faction Op Only or Event' box.

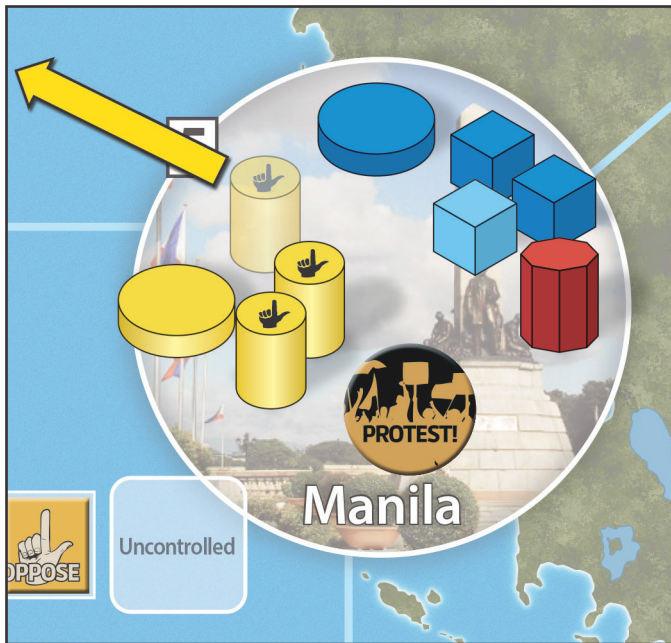
Read rules section 3.4.1 to learn about the Rally Operation.



The NPA use the shaded Event option to Rally for free in Northern Luzon, placing three Underground Guerrillas there, gaining Control of the space.

Finally, the Government is 3rd Eligible and so only has a restricted set of options: they can perform a Limited Operation (selecting only one space), or they can Pass to gain 3 Resources (Reformers and NPA each gain only 1 Resource when they Pass). Either option will allow them to remain Eligible to act on the next card. The Government player chooses to perform a Limited Roundup Operation, targeting only Manila. Take a look at the Government page of the Faction foldout for more details about their Operations. Roundup allows the Government to remove Active Reformer pieces equal to the number of Police in the space, Activists before Bases, but they lose 1 Aid for every 2 Reformer pieces removed. As they only have 1 Police in Manila they remove a single Activist and lose no Aid. All Government Operations cost 2 Resources per space selected, so lower the Government Resource cylinder from 18 to 16 now. Finally, place the Government Eligibility cylinder in the 'Limited Operation: Stay Eligible' space.

Read rules section 3.2.3 to learn about the Roundup Operation.



The Government performs a Roundup Operation in Manila, using their one Police cube in the space to remove a single Active Activist. Manila remains Uncontrolled, as Government pieces do not exceed Active Reformer plus NPA pieces.

Every Eligible Faction has now acted on this card, so we check which Factions will remain Eligible and then draw the next card. Any Faction that performed an Operation in more than one space, a Special Activity, or the Event becomes Ineligible and won't be able to act on the next card, while any other Faction becomes Eligible again. In this case, we place the Government cylinder in 'Eligible Factions' and the Reformer and NPA cylinders in 'Ineligible Factions', then draw the next card and place it face-up on top of the previous card.

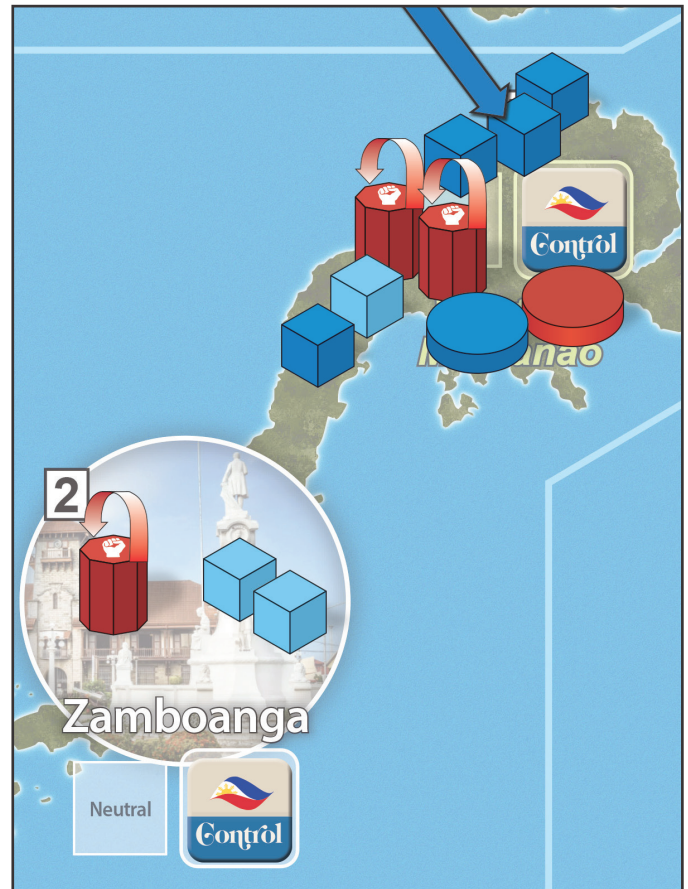


Card 2 – BATAAN NUCLEAR POWER PLANT. As the 1st and only Eligible Faction on this card, the Government player has the full range of options available to them. Neither Event option is attractive, so they choose to Sweep in order to consolidate their Forces and threaten an NPA Base. Sweep allows the Government to move any cubes into any destination spaces (no need for adjacency), with the exception that they

may not move any cubes out of spaces with Protests or Strikes. Then, they Activate one Underground Guerrilla per two Troops now present in each destination space (or per two cubes in destination Cities), even if they did not move any cubes to that destination. The Government player selects Western Mindanao, Cebu, and Zamboanga as destinations, sending three Troops cubes to Western Mindanao (one from Northern Luzon, one from Central Mindanao, and one from Davao), one Police cube to Cebu (from Eastern Mindanao), and no cubes to Zamboanga. This gains the Government Control of both Western

Mindanao and Cebu (place Government Control markers and increase 'Control + Patronage' to 8) and activates the two Guerrillas in Western Mindanao and the one Guerrilla in Zamboanga (flip them all embossed end up). However, this also concedes Control of Central and Eastern Mindanao to the NPA (place an NPA Control marker in each space). Each destination space costs the Government 2 Resources—lower their Resource cylinder from 16 to 10 now.

Read rules section 3.2.2 to learn about the Sweep Operation.



The Government Sweep Operation brings three new Troops cubes to Western Mindanao, and Activates all Guerrillas in Western Mindanao and Zamboanga.

The Government can also perform a Special Activity with their Sweep Operation, choosing from either Enrich or Charm. They decide to Charm, which can target one Government Controlled space. They select Western Mindanao, spending 1 Patronage (reduce the Patronage marker from 3 to 2, and the 'Control + Patronage' from 8 to 7) to shift it one step towards Support (place a Support marker there) and increase Aid by 3 (shift the Aid marker from 7 to 10). The Government turn is now complete, so we place their Eligibility cylinder in '1st Faction Op + Special Activity', then adjust eligibility for the next card—Reformers and NPA back to Eligible, and Government to Ineligible. Then draw the next card.

Read rules sections 4.2.3 to learn about the Charm Special Activity.



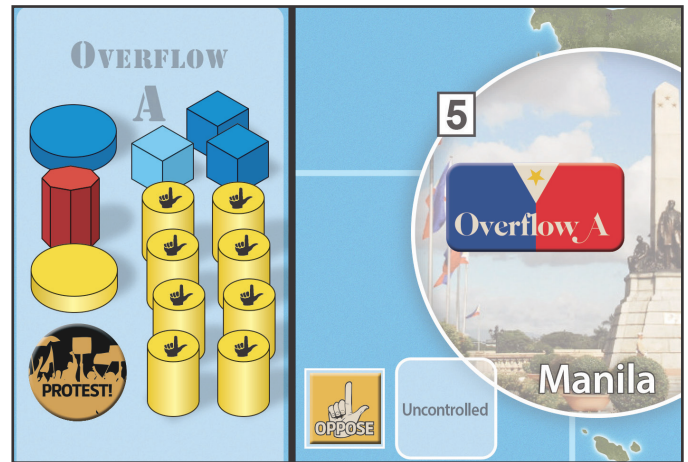
The Government Charm Special Activity spends 1 Patronage to increase Aid by 3 and shift Western Mindanao to Support.



Card 3 – IMF. While the Government icon is listed first at the top of this card, they are currently Ineligible, so the Reformers are instead 1st Eligible. As they are lacking both Activists and Resources, they choose to Recruit and Appeal. First, they Recruit in both Manila and Cebu. In Manila they have a Base, so can place up to 6 Activists (1 for the Base plus 5 for the Population), and choose to place all 6, which

immediately become Active due to the Protest. The Manila space is now becoming quite crowded, so you may wish to move all Forces and the Protest marker there to the Overflow A box, and then place the Overflow A marker in Manila to indicate that this is where those pieces are (they are treated as being in that space for all purposes while the Overflow box and marker are being used). In Cebu they replace the two Activists there with a Reformer Base, increasing the ‘Oppose + Bases’ marker to 9.

Read rules section 3.3.1 to learn about the Recruit Operation.



The Reformers Recruit six additional Activists into Manila (placed Active because of the Protest there), and we decide to use the Overflow A box and marker for convenience as the space is becoming quite crowded.

This costs them 2 Resources, lowering their total Resources from 2 to 0 (do this now), and preventing them from selecting any further spaces for Recruit—at least until they gain some more Resources. They interrupt their Recruit Operation to perform an Appeal Special Activity—all Factions may perform their Special Activity either before, during, or after their Operation in this way. Appeal allows the Reformers to remove any Inactive Activists from the map to gain 2 Resources for each Activist removed. They remove one Activist each from Central and Eastern Mindanao (place them back on the Faction mat), increasing their Resources from 0 to 4 (move the Reformer Resource cylinder back up to 4). They may then continue Recruiting, and decide to do so in Zamboanga, paying 1 more Resource (back down to 3) in order to place one Inactive Activist there. Finally, place the Reformer eligibility cylinder in the ‘1st Faction Op + Special Activity’ box.

Read rules sections 4.3.1 to learn about the Appeal Special Activity.



The Reformers use the Appeal Special Activity to remove one Activist each from Central Mindanao and Eastern Mindanao to gain a total of 4 Resources.

The NPA are now 2nd Eligible, but choose to Pass and gain 1 Resource (move their Resource cylinder from 4 to 5). Set NPA and Government to Eligible and Reformers to Ineligible, then draw the next card.

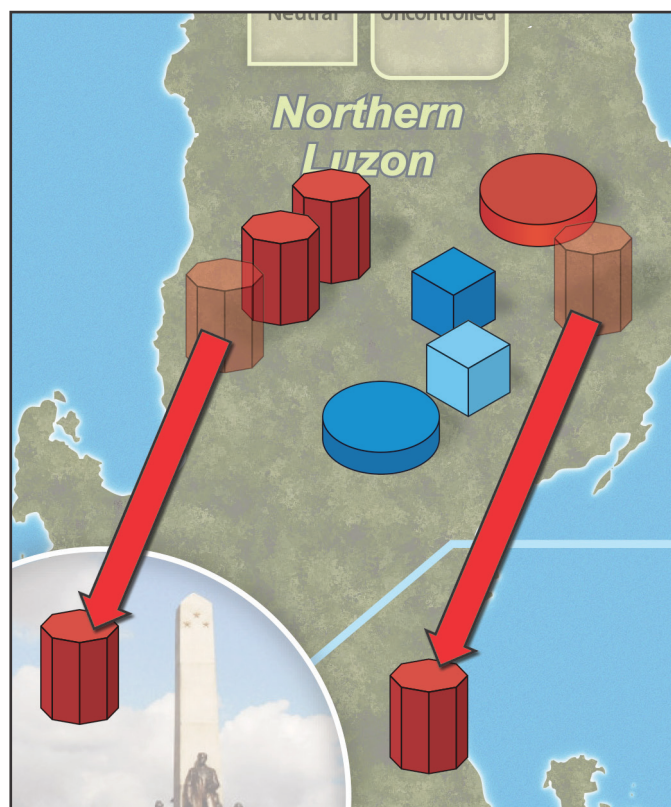


Card 4 – CHINESE AID. The NPA are 1st Eligible and decide to perform a March Operation with the Strike Special Activity. The March Operation selects and pays for any number of origin spaces, and then moves Guerrillas from these spaces to any adjacent spaces. Only one Guerrilla from each origin space may move into Visayas and Cebu, and any Guerrillas moving into a destination space at Support become Active

if the number of Guerrillas in that moving group plus cubes in that destination space exceeds three. Otherwise, all Guerrillas moved retain their current orientation (Active or Underground), and each Guerrilla may only move once during the Operation. The NPA player selects three origin spaces to March from: Northern Luzon, Southern Luzon, and Western Mindanao. From Northern Luzon they move one Guerrilla into Manila and one Guerrilla into Southern Luzon (this means they no longer Control Northern Luzon—remove the NPA Control marker there). From Southern Luzon, they move the one Guerrilla that was already there into Visayas. From Western Mindanao, they move one Guerrilla to Visayas and one Guerrilla to Zamboanga (this is enough to remove Government Control—remove the Government Control marker in Zamboanga and lower ‘Control + Pa-

tronage’ to 5). Note that the two Guerrillas moved out of Western Mindanao were already Active, and so remain Active even though their destinations are not at Support. Finally, they must pay 3 Resources for the three origin spaces they selected—lower the NPA Resource cylinder from 5 to 2.

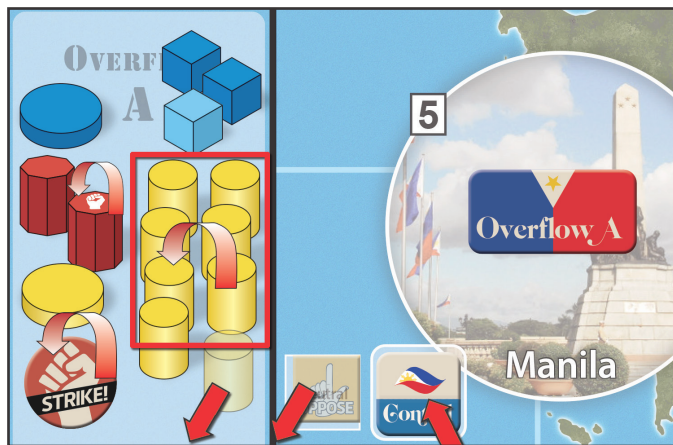
Read rules section 3.4.2 to learn about the March Operation.



The NPA March Operation in Northern Luzon moves one Guerrilla into Manila and one Guerrilla into Southern Luzon.

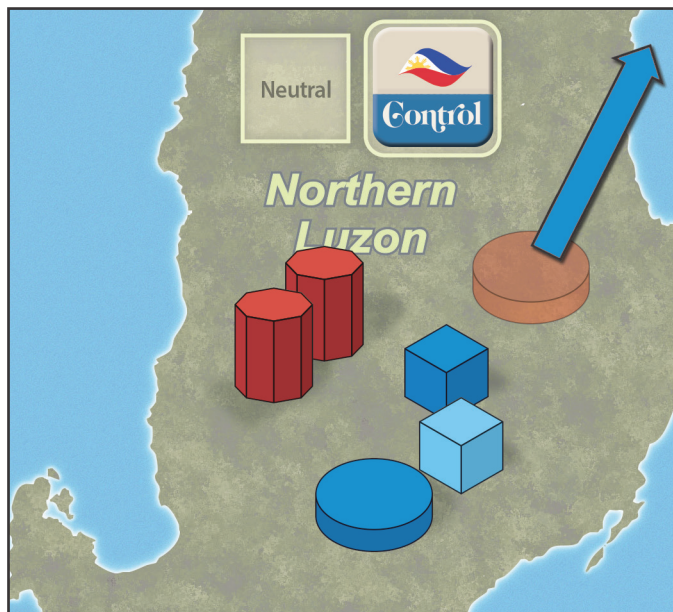
Next, they perform the Strike Special Activity, which may target up to two City spaces with at least one Underground Guerrilla and no Terror. They have two such spaces, Manila and Davao, and choose to target both of them. In Davao, they flip one Guerrilla Active, remove the Activist there (to the Reformer mat), place a Strike marker, and then shift the City one step towards Resistance (place a Resistance marker). In Manila, they again flip one Guerrilla Active and remove one Activist there (to the Reformer mat), but because there is already a Protest marker in the space they flip it to its Strike side rather than placing a new Strike marker, and then shift the City one step towards Resistance (in this case, just removing the Opposition marker to set Manila to Neutral). As there is no longer a Protest in Manila the remaining Activists flip back to Inactive (embossed side down), which consequently restores Government Control to the City. The net effect of all this is to increase ‘Resist + Bases’ to 5, reduce ‘Oppose + Bases’ to 4, and increase ‘Control + Patronage’ to 10. Do this now, then place the NPA eligibility cylinder in the ‘1st Faction Op + Special Activity’ box.

Read rules sections 4.4.2 to learn about the Strike Special Activity.



The NPA Strike Special Activity Activates a Guerrilla in Manila, removes an Activist there, shifts it to Neutral, and flips the Protest marker to a Strike marker. This causes the Activists to become Inactive, restoring Government Control to Manila.

The Government is now 2nd Eligible, and decides to perform the unshaded Event text. This reduces NPA Resources by 3, but they only have 2 so are just reduced to 0, and then allows the Government to remove an NPA Base from any space. They choose to remove the NPA Base in Northern Luzon (return it to the NPA mat), which returns Government Control to the space (place a Government Control marker there). Increase 'Control + Patronage' to 12, and reduce 'Resist + Bases' to 4. This Event text also allows the Government to remain Eligible, so leave their cylinder in Eligible Factions and return the Reformer cylinder there, then place the NPA cylinder in Ineligible Factions and draw the next card.



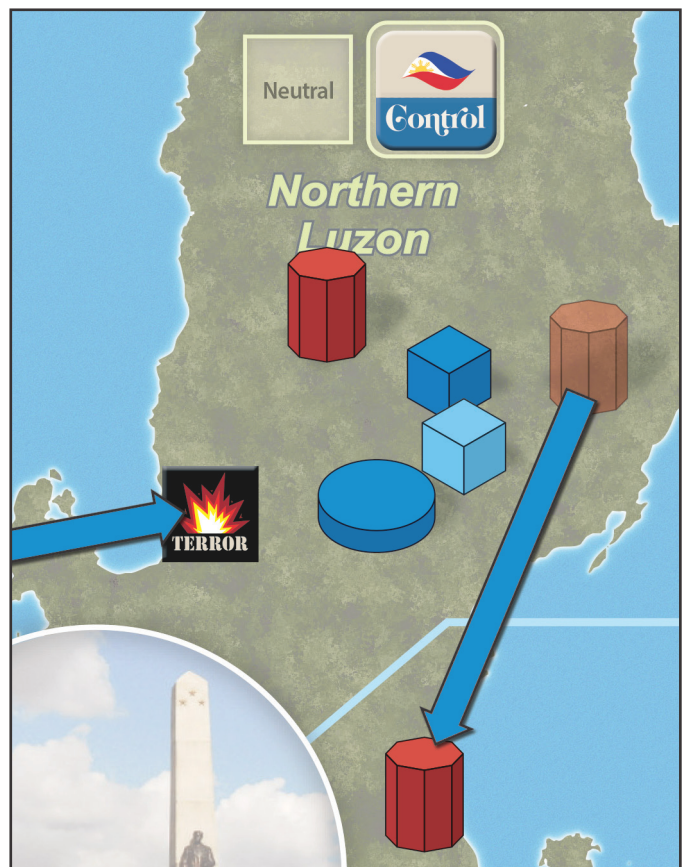
The Government selects the unshaded effect of the Event to reduce NPA Resources to 0 and remove the NPA Base from Northern Luzon, restoring Government Control there.



Card 5 – GENERAL VER ACQUITTED.

The Government is 1st Eligible and chooses to perform an Assault Operation with the Reprisal Special Activity. They choose to do the Reprisal first, selecting up to two spaces with Government Control: in this case, Northern Luzon and Cebu. They set each space to Neutral (remove the Opposition marker from Cebu and reduce 'Oppose + Bases' to 2), remove the Protest marker in Cebu, then place a Terror marker in each space. They may also relocate one Guerrilla or Activist from each space to an adjacent space, but there are none in Cebu so they just move one Guerrilla from Northern Luzon to Southern Luzon.

Read rules sections 4.2.2 to learn about the Reprisal Special Activity.

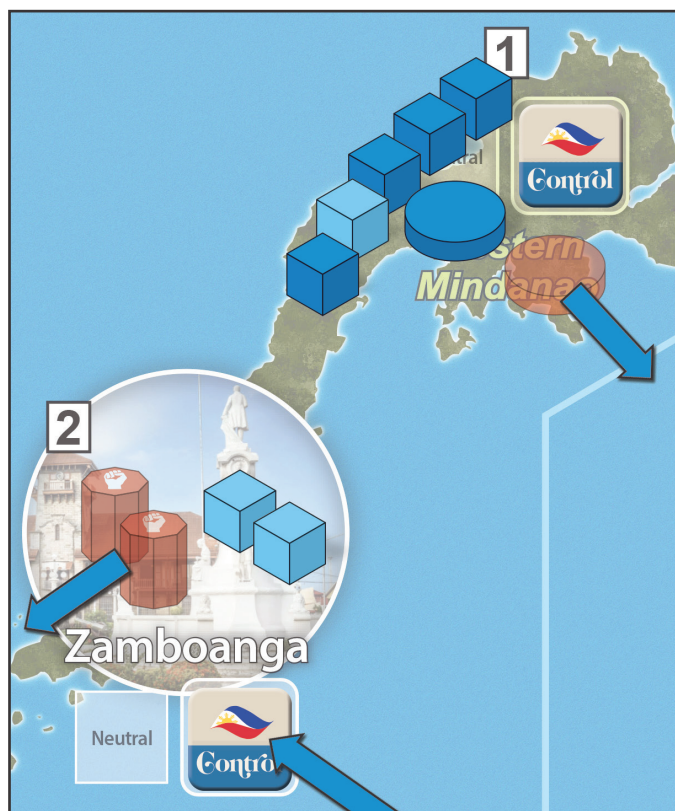


The Government Reprisal Special Activity places a Terror marker in Northern Luzon and moves a Guerrilla from there to Southern Luzon.

Next, they perform the Assault Operation, which may select any spaces with cubes and NPA pieces. However, Assault can only remove Active NPA Guerrillas, and can only remove NPA Bases once there are no Guerrillas remaining in the space, so they choose to target only Western Mindanao and Zamboanga. Western Mindanao is a Countryside space, so they remove one Active NPA piece for each Troop cube there: there is only one NPA Base here, so they remove that (to the NPA mat), which

also gains them 5 Aid (increase Aid to 15 and reduce ‘Resist + Bases’ to 3). Zamboanga is a City, so they so they remove one Active NPA Piece for each cube there (Troops and Police)—they have two Police cubes, so they remove both Active Guerrillas, regaining Control (place a Government Control marker and increase ‘Control + Patronage’ to 14). This costs them a total of 4 Resources and completes their turn—lower the Government Resource cylinder to 6 and place the Government Eligibility cylinder the ‘1st Faction Op + Special Activity’ box.

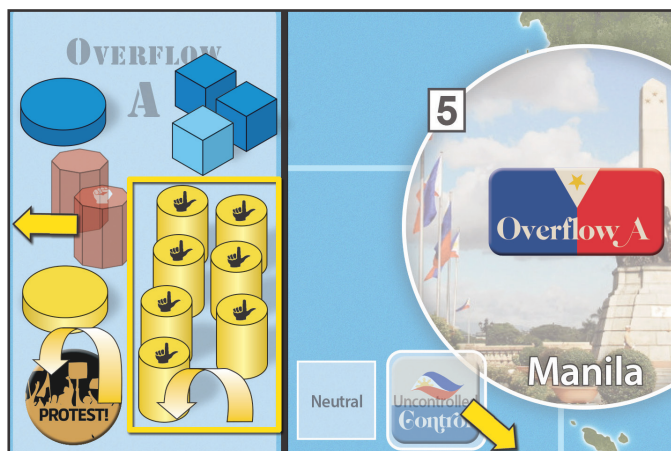
Read rules section 3.2.4 to learn about the Assault Operation.



The Government Assault Operation removes the NPA Base in Western Mindanao (increasing Aid by 5) and the two Guerrillas in Zamboanga (restoring Government Control there).

Reformers are 2nd Eligible, and choose to perform a Limited Persuade Operation. Persuade may target any space with Activists and Guerrillas, and allows them to remove one Guerrilla (either Active or Inactive) for every 3 Activists there, while also flipping a Strike marker (if any) to its Protest side (while there is a Strike marker in a space the Reformers cannot Protest there). They select Manila, remove both Guerrillas (return them to the NPA mat), and flip the Strike back to a Protest. This Activates all the Activists in Manila again, removing Government Control (reduce ‘Control + Patronage’ to 9). Finally, reduce Reformer Resources to 2 and place their eligibility cylinder in the ‘Limited Operation: Stay Eligible’ box. Then, return Reformers and NPA to Eligible, and place Government in Ineligible. Draw the next card.

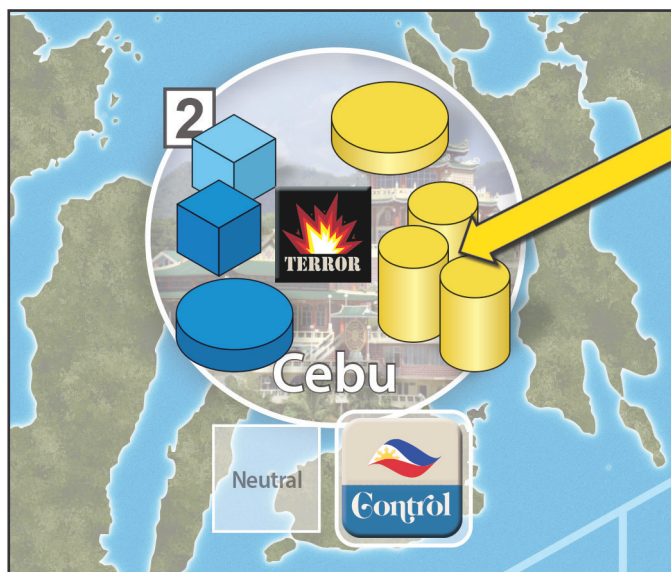
Read rules section 3.3.3 to learn about the Persuade Operation.



The Reformer Persuade Operation removes both NPA Guerrillas from Manila and flips the Strike back to a Protest, Activating all Activists there and removing Government Control.



Card 6 – NINOY SPEAKS AGAINST MARCOS. Reformers are 1st Eligible and decide to take advantage of the shaded Event text to gain a large amount of Resources while also Recruiting to protect their Base in Cebu. Increase the Reformer Resources by 6 (to 8), then place 3 Inactive Activists in Cebu (this Limited Operation granted by the Event is free, costing no Resources). Place the Reformer eligibility cylinder in the ‘1st Faction Op Only or Event’ box.



The Reformers use the shaded effect of the Event text to gain 6 Resources and then Recruit for free in Cebu, placing three Inactive Activists there.

The NPA are 2nd Eligible and have a rare opportunity to perform an Operation with Special Activity from this position. As they are at 0 Resources, they first choose to perform the Extort Special Activity, which allows them to Activate up to

one Guerrilla in each space without Government Control to gain 1 Resource for each Guerrilla Activated. They Activate one Guerrilla each in Southern Luzon, Visayas, Central Mindanao, and Davao, gaining 4 Resources (place their Resource cylinder on 4).

Read rules sections 4.4.1 to learn about the Extort Special Activity.



The NPA Extort Special Activity Activates one Guerrilla in Central Mindanao to gain 1 Resource (they do the same in Southern Luzon, Visayas, and Davao, gaining a total of 4 Resources)

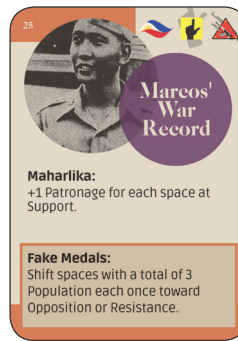
the Government cylinder to Eligible, place both the Reformer and NPA cylinders in Ineligible, and draw the next card.

Read rules section 3.4.4 to learn about the Terror Operation.



The NPA Terror Operation Activates the Guerrilla in Eastern Mindanao, places a Terror marker, and shifts the space to Resistance.

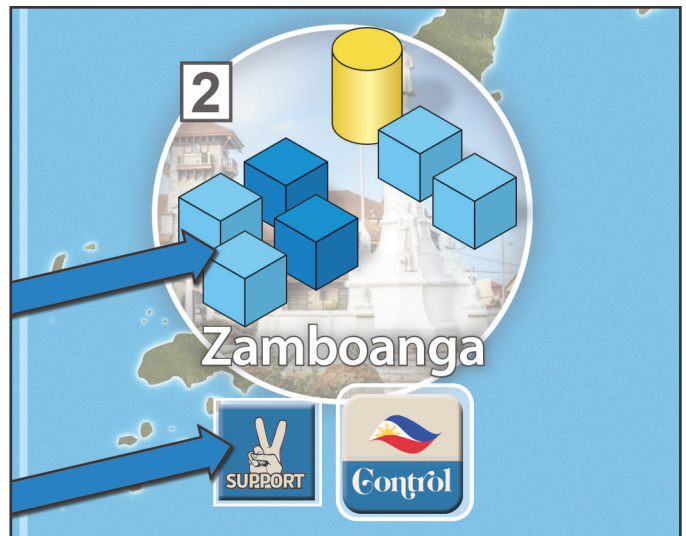
Then, they decide to pair this with a Terror Operation, which can target any spaces with at least one Underground Guerrilla, and Activates a Guerrilla to place a Terror marker and shift the space one step towards Opposition. They select Southern Luzon and Eastern Mindanao for Terror, Activating one Guerrilla and placing a Terror marker in each, then shifting them towards Resistance—place a Resistance marker in both spaces, then increase ‘Resist + Bases’ to 6. This costs them 1 Resource for each space selected (shift their Resource cylinder down to 2). Finally, move



Card 7 – MARCOS’ WAR RECORD. The Government is the 1st and only Eligible Faction, and decides to take advantage of the brief respite to replenish their forces. To do this, they perform a Train Operation in Zamboanga and Davao. Train may place up to 4 cubes of any type in each selected City (or Country-side spaces with Bases), and the Government player decides to place 2 Troops and 2 Police in each space. This is suf-

ficient to regain Control of Davao—flip the NPA Control marker there to its Government Control side, then increase ‘Control + Patronage’ to 11. Train may also perform an additional action in one of the selected spaces, after placing any cubes: either replace three cubes there with a Government Base, or perform a Civic Action to increase Support if there is now Government Control, Troops, Police, and no Strike or Protest. As there is a Strike in Davao the Government decides to perform a Civic Action in Zamboanga, paying 2 additional Resources to shift it to Support (place a Support marker there). If there had been any Terror, Opposition, or Resistance in the space, they would also have had to pay 2 Resources each to remove each marker before they could place Support. Reduce the Government Resource cylinder from 6 to 0 to pay for this Operation.

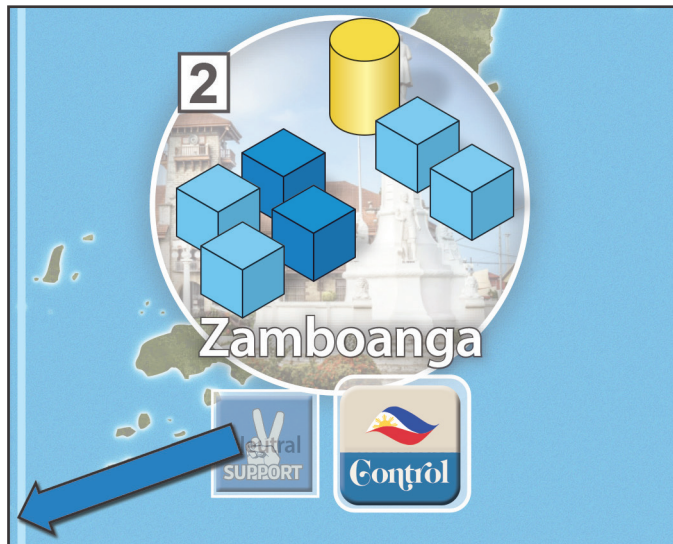
Read rules section 3.2.1 to learn about the Train Operation.



The Government Train Operation places four new cubes into Zamboanga (two Troops and two Police), then performs a Civic Action to shift the space to Support.

Now that they are feeling comfortable, the Government decides to also perform an Enrich Special Activity. Enrich targets one space with Government Control and Support to add twice the Population of that spaces to Patronage, set the space to Neutral, and lower Aid by 1. They target Zamboanga, where the Support they have just placed is vulnerable to Reformer Protest, and remove the Support marker to increase Patronage by 4—shift Patronage up to 6, shift ‘Control + Patronage’ up to 15, and reduce Aid to 14. With that the Government turn is now com-

plete—first place their eligibility cylinder in the ‘1st Faction Op Only or Event’ box, then set Reformers and NPA to Eligible and Government to Ineligible and draw the next card.

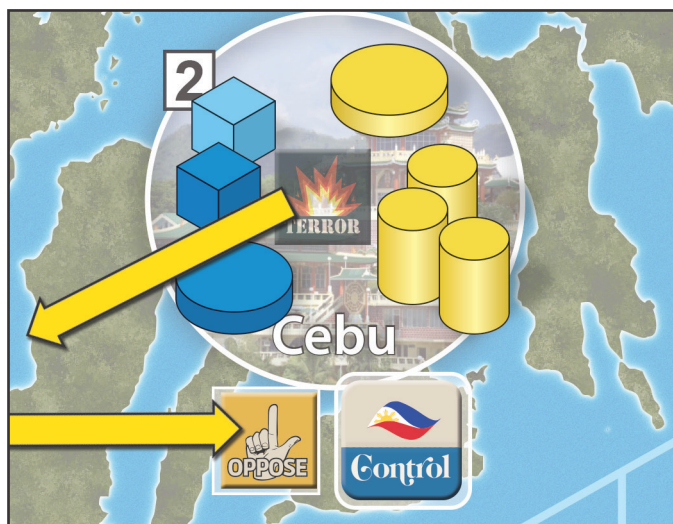


The Government performs the Enrich Special Activity to remove the Support that they just placed in Zamboanga, increase Patronage by 4, and lower Aid by 1.



Card 8 – SALVAGING. The Reformers are 1st Eligible and decide to perform a Canvass Special Activity. Canvass may target any space with at least one Activist and a Terror marker to remove the Terror marker and set the space to Opposition (even directly from Support or Resistance). In this case there is only one such space, Cebu, so remove the Terror there, place an Opposition marker, and increase ‘Oppose + Bases’ to 4.

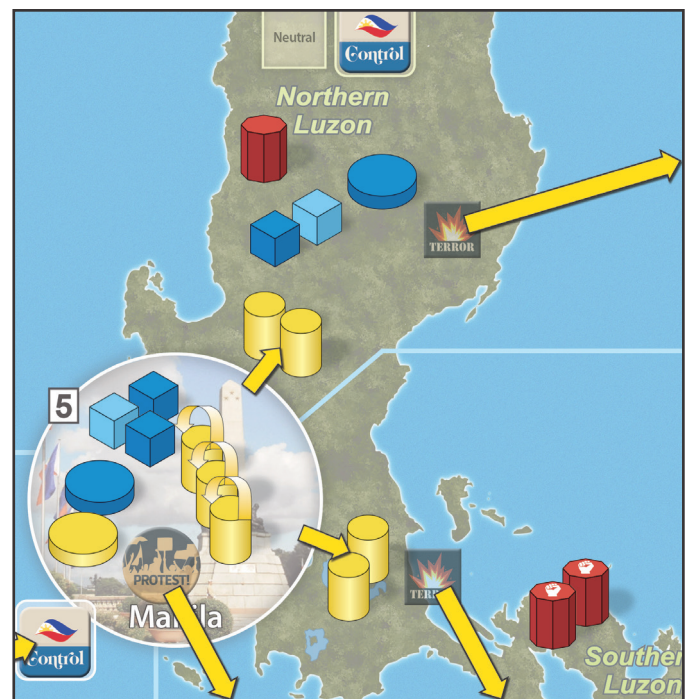
Read rules sections 4.3.3 to learn about the Canvass Special Activity.



The Reformer Canvass Special Activity removes the Terror in Cebu and sets it to Opposition.

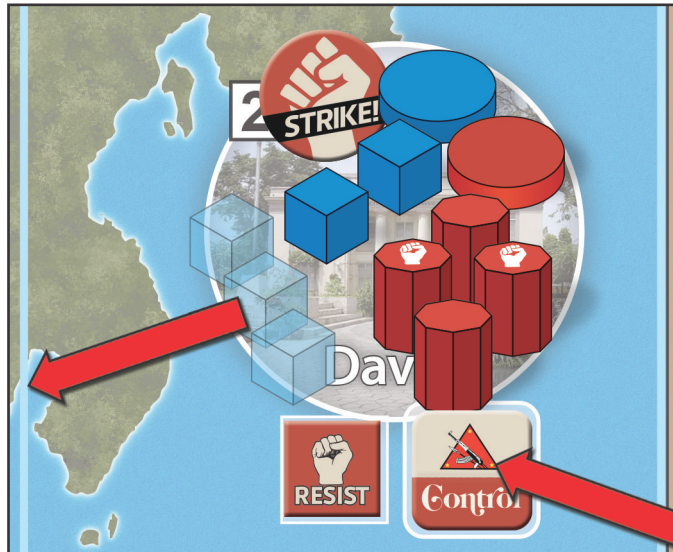
They can combine Canvass with either an Assemble or Persuade Operation. Persuade would have no effect (as there are no spaces with Guerrillas and sufficient Activists), so they decide to Assemble, which allows them to move Activists into adjacent destination spaces and remove Terror and Protest markers. They select Northern Luzon, Southern Luzon, and Visayas as destinations, and move two Activists each into Northern and Southern Luzon from Manila, and one Activist from Cebu into Visayas (although unlike NPA March, they could Assemble any number of Activists into Visayas or Cebu from adjacent spaces). All of these Activists become Inactive, as there are no Protests in the destination spaces. Assemble also allows the Reformers to remove Terror from any destination spaces, and they choose to do so in Northern and Southern Luzon (this will enable future Protests in those spaces, although sometimes they might choose to leave the Terror there in order to Canvass). It also allows them to remove any Protest markers from the map, in order to use them elsewhere or to flip the Activists Inactive for protection. They remove the Protest in Manila, flipping those Activists Inactive and giving Control back to the Government (place a Control marker and increase ‘Control + Patronage’ to 20). There are now few enough pieces in Manila to return them there from the Overflow box if desired. Assemble costs 1 Resource per destination space, in this case 3, so we lower the Reformer Resource cylinder from 8 to 5. Finally, place the Reformer eligibility cylinder in the ‘1st Faction Op + Special Activity’ box.

Read rules section 3.3.2 to learn about the Assemble Operation.

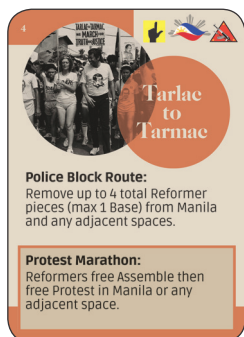


The Reformers use the Assemble Operation to move two Activists each from Manila into Northern Luzon and Southern Luzon and remove the Terror markers from both destination spaces. They also choose to remove the Protest marker in Manila, flipping their Activists there back to Inactive and restoring Government Control.

The Government victory total is now high enough that they will win an automatic victory if the Election card is drawn next, which at this point in the campaign is relatively likely. Luckily, the current shaded Event text will be highly effective against the Government, and the NPA player chooses to execute it. Aid is at 14, so they can remove a total of seven Police, and choose to remove one from Northern Luzon, three from Zamboanga, and three from Davao. The latter removal also replaces Government Control with NPA Control in Davao, and thus lowers 'Control + Patronage' to 18—out of the danger zone for now! Finally, Aid is set to 0 and NPA will remain Eligible. Set NPA and Government to Eligible and Reformers to Ineligible, then draw the next card.

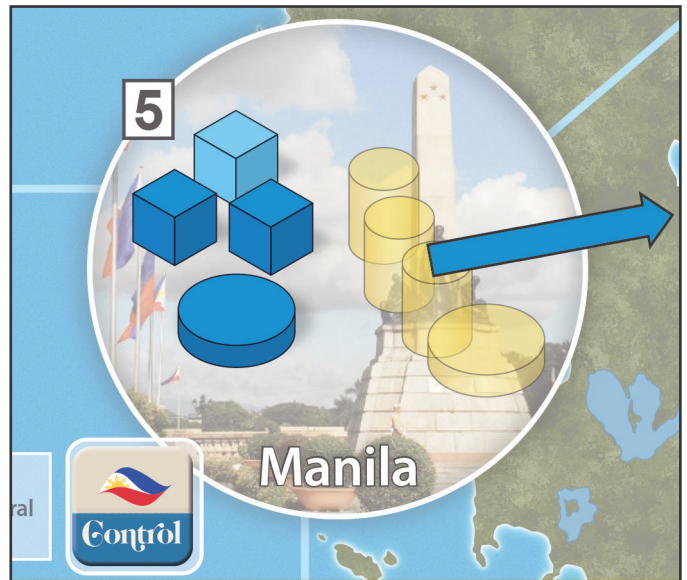


The shaded Event text removes three Police cubes from Davao, removing Government Control and adding NPA Control there.



Card 9 – TARLAC TO TARMAC. The Government is 1st Eligible and would love to be able to take full advantage of this, but unfortunately they have 0 Resources remaining. As they are unable to pay for any Operations they are also unable to perform any Special Activities (unlike the Reformers and NPA, they do not have access to a Special Activity that would gain them Resources). Instead they are forced to

either Pass or take the Event, and choose to do the latter as the Election is drawing near. They execute the unshaded Event text, removing the Reformer Base and all three Activists from Manila. Reduce 'Opposition + Bases' to 3 and place the Government eligibility cylinder in the '1st Faction Op Only or Event box'.



The Government uses the unshaded Event text to remove all remaining Reformer pieces from Manila.

This gives the lucky NPA player the opportunity for another Operation and Special Activity. They decide to first perform an Attack Operation in Davao. This Activates all of their Guerrillas there, and then they roll a die to see if the Attack succeeds, aiming to score equal to or lower than the number of Guerrillas in the space. They roll a 3, which is a success as they have 4 Guerrillas in the space, and so they can remove up to two Government pieces (only removing Bases once no cubes remain)—if they had rolled a 1 they would also have been able to place one Guerrilla in the space. Remove two Troops cubes from Davao to the Government mat.

Read rules section 3.4.4 to learn about the Attack Operation.



The NPA Attack Operation in Davao Activates all Guerrillas there and removes two Troops cubes.

End of first Election Round

and one from Zamboanga (six total) to Davao, regaining Control of the City (this was only possible due to there being a Government Base already in Davao, otherwise they would not have been to redeploy Troops to the City). Flip the NPA Control marker to its Government Control side, and increase 'Control + Patronage' to 15. They do not move any Police.

- **Newsmakers.** Choose new Personalities and Acts of Desperation if using these optional rules.
- **Reset.** Place all three eligibility cylinders in Eligible Factions, remove all Terror, Protest, and Strike markers from the map, and flip all Guerrillas Underground and Activists Inactive. Place the just drawn Election card in the Election Card box (changing the Momentum effect for the next campaign), then draw the next card and continue play.

Read rules sections 6.0 to learn about the Election Round

This tutorial is now complete, and you have learned all the main rules for *People Power*—if you would like, you can continue to play the second half of the scenario, either using the stack of cards you constructed or constructing it now according to the instructions at the start of this tutorial. The Reformer Faction currently has a low score but a large reserve of Resources and is well positioned on the board, while the Government and NPA Factions have relatively high scores but very low Resource reserves, so will have to be cautious going into the second half of the game.

End of First Election Round

Personalities and Acts of Desperation

These two optional modules are easy to add in once you have mastered the basic game. Each Faction has a set of four Personality cards and three Act of Desperation cards. One Personality is selected by each Faction at the start of the standard scenario and during the Newsmakers phase of each Election Round, and has a lasting Momentum effect during the coming campaign. One Act of Desperation is selected by each Faction during the Newsmakers phase of the penultimate Election Round, and may have an effect during the Victory phase of the final Election Round.

Read rules sections 5.3 and 5.4 to learn about Personalities and Acts of Desperation.



The Triangular Dynamic of People Power

By Joe Dewhurst

During the period covered by *People Power*, the Philippine Government continued to pursue a fierce struggle against the Maoist guerrillas of the New People's Army, while greatly underestimating the non-violent activists that eventually grew into the 1986 People Power Revolution. This is reflected in what we might call the 'triangular dynamic' of the game, with the Government generally being more effective against the NPA, the NPA more effective against the Reformers, and the Reformers more effective against the Government. In principle this dynamic ought to be self-correcting, as a weakened Government might lead to a stronger NPA who in turn apply pressure to the Reformers, but it is also important for each player to be aware of the tools available to their faction and how to apply them most effectively.



The Government is encouraged to hunt down NPA Bases with the promise of US Aid (+5 Aid for every Base removed), and has a couple of powerful weapons that can help them achieve this. First, they can make use of the new Sequence of Play to perform a Limited Sweep that uncovers the Guerrillas protecting an NPA Base, and then stay Eligible to Assault it on the next turn (this is especially effective if the NPA will be Ineligible and thus unable to respond). Second, they can use Reprisal to displace the final Guerrilla guarding a Base, even if it is Underground, and then Assault the Base. They can also use this trick against a lightly defended Reformer Base, but they will gain no Aid for doing so, and for every two Reformer pieces removed with Roundup they will in fact lose 1 Aid. Finally, spaces at Support and with at least three Government cubes can prove a tough nut to crack for the NPA, as they cannot Rally there and any Guerrillas they March in will automatically become Active (and therefore both vulnerable to Assault and unable to perform Terror, Ambush, or Strike actions).



The NPA's main weapon against the Reformers is crude but effective: their widespread Terror Operations can not only remove Opposition but will also discourage active participation in the People Power movement, in game terms blocking the use of Protests. The Reformers can use Canvass to remove Terror and set a space directly to Opposition, but this only targets one space at a time and takes up a precious Special Activity. The NPA can also use the Strike Special Activity to shift Cities towards Resistance and replace Protests with Strikes, and more importantly these Strikes will limit the number of Protests available to the Reformers. They should be careful, however, as by limiting the capacity of the Reformers to Protest they will make it easier for the Government to retain Control of Population, and while they are able to use Attacks and Ambush to remove Government pieces, this is a relatively slow and costly way to fight.



While the Reformers cannot Recruit in spaces that Support the Government, they can freely Assemble into them, and until they become Active their Activists cannot be removed by the Government. This allows them to quietly build up their strength until they are ready to launch a wave of Protests, each of which can deny Government Control and prevent Government units from leaving the Protest space. Once they are Protesting, they can begin to Convert Government pieces, again threatening Control and also rapidly draining Patronage. They might even be able to Convert a Government Base, inflicting a larger Patronage hit while also gaining a Base of their own. If the NPA becomes a problem they can use Persuade to remove Guerrillas and replace Strikes with Protests, but this requires at least three Activists and is also not a very effective use of the Reformer player's time.

The Reformers might be somewhat more effective than the NPA against the Government, but the Government is still more powerful than either of them alone. The NPA must therefore take care not to inhibit the Reformers too early or too often, and the Reformers must make sure that they do not get drawn into defensive retaliation against the NPA. It is likely that if the Government hadn't been dealing with a communist insurgency they would have had an easier time suppressing the People Power movement, but at the same time, the NPA in the 1980s were not strong enough to overthrow the Government through violent revolution alone. This dynamic is reflected in the triangular pattern of interactions between *People Power*'s three Factions, which are important to understand in order to play the game well.

Hand Signs in the People Power Revolution

By Jason Carr

While every culture has its own methods of nonverbal communication, in the 1980s it was common to see Filipinos raise their hands to communicate their allegiance to one of the Presidential candidates: a “V” for Marcos, or an “L” for Corazon Aquino. While the Communist Party of the Philippines (the political arm of the New People’s Army) did not field a candidate in the 1986 election, supporters of the CPP-NPA used the ubiquitous raised fist to indicate their fidelity to communist ideals. These gestures were an essential part of the milieu of the Philippines in the 1980s, and *People Power* uses these gestures throughout the game. Therefore, it is important that we understand their origin and meaning.



The “V” gesture (with palm facing away from the person making the sign) has been used to represent victory since early in World War II. It was supposedly introduced in this context during a BBC Radio broadcast by Victor de Laveleye, a Belgian government official, to galvanize resistance to the German occupation. He believed that the “V” gave the resistance an easily recognizable symbol of resistance, and within a few weeks of his radio broadcast the “V” was used as a gesture, as graffiti, and as a symbol of resistance. The BBC began a “V for Victory” campaign to bolster use of the symbol, and it was broadly adopted around the world, most famously by Winston Churchill. After the war, the gesture retained the “Victory” connotations, but gained other symbolism (most notably as the ‘peace’ sign).

When Marcos ascended to the Presidency in 1965, he used the “V” to symbolize the Victory of his campaign, party, and agenda. This symbol was adopted by his supporters and future campaigns, and was a common sight at Marcos’ political rallies. During the People Power Revolution, Marcos’ supporters outside Malacañang Palace flashed the “V” sign to support Marcos’ attempt to legitimize his claimed election bid by proceeding with his inauguration. Even after his resignation and exile to Hawaii, his supporters would raise the “V” at parties or celebrations held in his honor.



The liberal opposition, led by Corazon Aquino and Salvador Laurel, had a competing gesture: a raised “L” which stood for “Laban” which means “fight” in the Filipino language. The “L” sign originated during Ninoy Aquino’s early political opposition through the Lakas ng Bayan (People’s Power) party, which was abbreviated “LABAN.” Although Corazon Aquino ran as part of a coalition between PDP-Laban (a merger of the Philippine Democratic Party and LABAN) and UNIDO (United Nationalist Democratic Organization), supporters of any centrist or left-leaning party were known to raise the “L” as a symbol of defiance to Marcos and hope for a different future. The color yellow was also strongly associated with reform, and was the official color of Lakas ng Bayan (UNIDO’s color was green, which is why Laurel is often pictured wearing a green shirt). To this day, these colors are used by political figures and their supporters in the Philippines.



Communist political parties were outlawed for the majority of the existence of the CPP-NPA, so they adopted the tactic of a united front, endorsing a variety of opposition candidates during regional and parliamentary elections. The National Democratic Front (NDF) is one of many opposition groups closely aligned with the NPA that influenced political opinion and promoted revolutionary social and economic justice. Advocates of revolutionary politics often use the raised fist as a symbol of defiance and force, as well as a gesture of solidarity. This symbol has been widely adopted around the world since the early 20th century in this context, and was used by students, leftists, communists, and revolutionaries during the 1980s in the Philippines. One especially notable example is Leandro Alejandro, a student activist and political leader who was assassinated in 1987.

Each of these symbols has a prominent place in *People Power*, from the cards to the Support, Opposition and Resistance markers. None is more prominent than the “L”, however, as that is the enduring symbol of the People Power Revolution. While many US-based gamers may have the association of “L for Loser,” in the Philippines the “L” means nearly the opposite: fight for your beliefs, fight for your country, and fight for power.

Faction Interactions

This reference chart shows the ways in which specific actions by the Faction on the left directly help (unshaded boxes) or hinder (shaded boxes) each other Factions' victory conditions.

Note that this chart is not a comprehensive list of how factions interact. For example, the NPA can help the Reformers indirectly by removing Support from a space with the Terror Operation, allowing the Reformers to Recruit in that space.

There will be many situations in which you will indirectly affect another Faction's position or plans by what Operations you conduct or what Event cards you play. Such instances will become more evident with experience playing the game, but this Interactions chart offers a useful reminder both of things you can do and things to watch out for from other players.

Many of the negative effects can be avoided if you look out for them. For example, the NPA can guard against Reformer Protest by keeping Terror markers in spaces with Resistance.



		Affected Faction		
		Government	Reformers	NPA
Affecting Faction	Government	<ul style="list-style-type: none"> • Train, Sweep, Roundup, Assault, or Reprisal to add Government Control • Enrich to add Patronage 	N/A	N/A
		<ul style="list-style-type: none"> • Charm to reduce Patronage 	<ul style="list-style-type: none"> • Roundup to remove Bases • Civic Action, Reprisal, and Charm to remove Opposition 	<ul style="list-style-type: none"> • Assault to remove Bases • Civic Action, Reprisal, and Charm to remove Resistance
	Reformers	<ul style="list-style-type: none"> • Assemble to yield Control 	<ul style="list-style-type: none"> • Protest and Canvass to add Opposition • Recruit to add Bases 	N/A
		<ul style="list-style-type: none"> • Recruit, Persuade, Protest, and Convert to remove Control • Convert to remove Patronage 	N/A	<ul style="list-style-type: none"> • Protest and Canvass to remove Resistance
	NPA	<ul style="list-style-type: none"> • March, Terror, and Strike to yield Control 	N/A	<ul style="list-style-type: none"> • Rally to add Bases • Terror and Strike to add Resistance
		<ul style="list-style-type: none"> • Rally, March, Attack, and Ambush to remove Control 	<ul style="list-style-type: none"> • Terror and Strike to remove Opposition 	N/A

Interpreting Ahistorical Events in the COIN Series

It is common in COIN games for events to unfold in a way that does not follow the actual course of history. There are two primary ways for this to happen. First, it is common for events to have two options to execute, one which follows the broad outlines of history and one that presents a counterfactual possibility that could have occurred. Second, events can happen (or not happen) in an order that drastically alters the narrative of the game. While this creates dramatic turns of story and large amounts of variability between plays, it can also create historical and narrative issues for the players. How can a player make sense of a historical narrative that has been chopped up and presented in an order which contradicts the real history itself?

One prominent example of this in *People Power* is the assassination of Benigno “Ninoy” Aquino Jr. His death is the hinge on which the entire game swings. The assassination is presented as a fixed point in time and cannot be changed or moved; it will always happen on August 21, 1983. Yet, six cards in the game occurred in 1981 (Events #31-36), including NINOY SPEAKS AGAINST MARCOS (Event #33) which implies he is alive. These types of situations lead to narrative questions that players must resolve. This article provides the design team’s point of view on how to interpret these situations.

Ninoy Speaks from the Grave

The most jarring ahistorical narrative players may encounter is when NINOY SPEAKS AGAINST MARCOS is played after the 1983 Election card NINOY AQUINO MURDERED. What should players take this to mean? The key is in the flavor text of the shaded option, “Sways US Public Opinion.” Ninoy’s speeches in the US received significant media coverage, and were often broadcast or recorded, and distributed by the Filipino-American community. By drawing attention to the excesses of the Marcos dictatorship, Aquino developed a legacy that would outlive him; in fact his murder confirmed his message and amplified its impact.

So, when this event happens before his death it can be read at face-value: Aquino is speaking in the United States to generate opposition to the Marcos regime (e.g. his speech to the Movement for a Free Philippines in Los Angeles, California, February 15, 1981), or he is following the agreement he made with Imelda Marcos and keeping quiet. If the event is played *after* Ninoy is dead, then the legacy of those choices is playing out through the distribution (or lack thereof) of his speeches and writings. This type of interpretation is a robust way to handle out-of-order events in COIN—the true impact of an important historical event might only become apparent months or even years after it occurred.

General Fabian Ver’s Trial and Acquittal

Another difficult situation is the indictment, trial, and acquittal of General Fabian Ver for Ninoy’s death. It is possible for GENERAL VER ACQUITTED (Event #14) to occur before AGRAVA

COMMISSION (Event #2), making it seem that Ver was acquitted without ever being accused. There are multiple ways to think about this situation. One option is the ‘legacy’ approach from the previous example. After Ver was acquitted, the Agrava fact-finding board faced significant scrutiny from Marcos and the public for their methods and findings. Former Justice Agrava, who filed the minority report, was hailed as a truth-teller by Marcos, while being vilified by the opposition for the way she ran the proceedings as chairperson. So, an out-of-sequence play of AGRAVA COMMISSION after GENERAL VER ACQUITTED might reflect renewed media attention on the original commission inquiry after the acquittal has been issued.

An alternative counterfactual interpretive option would be that the Commission (or a second Commission) only happened after the trial and acquittal, either as a means to mollify the opposition or as a puppet commission to reinforce the findings of the Sandiganbayan, depending on which options were taken on the cards. Or, perhaps Ver was being tried for one of the numerous other murders committed by the Armed Forces of the Philippines during his time as Chief of Staff, plenty of which took place before Ninoy was assassinated or the Agrava Commission met.

Snap Election Timing

The last example we will consider is the cards SNAP ELECTION ANNOUNCED (Event #28) and 1986 SNAP ELECTION (#40). How ought one interpret what is happening if SNAP ELECTION ANNOUNCED comes up during the 1981 or 1983 campaigns?

In this case, some understanding of the history of elections in the Philippines helps; during Martial Law Marcos suspended elections and pushed through Constitutional changes which abolished the Congress of the Philippines, a bicameral legislature, and replaced it with the Batasang Pambansa, a unicameral alternative that was easier for Marcos to control. Only one significant election was held during Martial Law: the 1978 Parliamentary election replaced the interim members of the Batasang Pambansa with elected representatives. When Marcos lifted Martial Law in 1981, he had the constitution amended again and declared elections for June of that year. Even though the 1984 Parliamentary election was a regular scheduled election, Filipinos were used to significant instability in their election schedules by 1986.

So within this context, SNAP ELECTION ANNOUNCED could represent any number of counterfactual scenarios, from local elections being announced (Barangay elections were held historically in 1982) to the announcement of a snap presidential election at an earlier date, but then postponed until 1986. In fact, Marcos originally proposed the 1986 snap election for January 17 that year, but the Batasang Pambansa approved a later date of February 7. It is not hard to imagine a world where Marcos announced an election earlier in 1985, or even in 1984, only to postpone the election until a time that suited him best.

Hopefully these principles help make sense of the narratives in *People Power* and other COIN games. It is a fun exercise to try to tell the story of your game as each event card is revealed. Make sure to read the card histories on pages 22 through 35,

Event Text, Tips, and Backgrounds

This section reproduces the full text of each Event card, some tips on how to implement them, and historical background and commentary.

NOTE: Underlined Faction initiative letters denote that these Events are Critical Events for the Non-player Faction's execution (8.9).

The historical background presented seeks to contextualize each Event, Personality, and Act of Desperation within the scope of the game. For more information about the history of the People Power Revolution see the Timeline section beginning on page 38.

1. IMF GRN

Loans Conditioned on Economic Reforms: Government may subtract up to 3 Patronage. For each Patronage subtracted, +4 Government Resources.

Debt Crisis: -5 Aid. Then, if Aid not reduced the full amount, -5 Government Resources.

Tips. For the shaded effect, if Aid is reduced by less than 5 due to Aid dropping to 0, then Government Resources are reduced by 5.

Background. Possibly due to the close ties between the Marcos regime and the United States, the Philippine government secured loans from the International Monetary Fund (IMF) that benefitted a few corporations but exacerbated the economic problems of the early 1980s debt crisis. In 1984, the IMF implemented a new arrangement requiring a dismantling of sugar and coconut monopolies (Event #8) and reform of public financial institutions in exchange for the loan of funds.

2. AGRAVA COMMISSION GNR



Minority Report Clears General Ver: Shift up to two Cities towards Support. Government remains Eligible.

Majority Report Indicts Generals: Shift Manila towards Opposition. Executing Faction remains Eligible.

Tips. For the unshaded event, 0, 1 or 2 Cities may be shifted. For the shaded event, Manila must be shifted if possible.

Background. Officially the “Agrava Fact-Finding Board” and chaired by Justice Corazon Agrava, the Agrava Commission was charged with determining the identities of those behind the murder of Benigno Aquino, Jr. (Election #38). While the majority report found that a military conspiracy including General Fabian Ver (Personality #43) was responsible for the murder, the minority report, consisting only of Justice Agrava, found

Ver innocent. Ver was eventually tried and acquitted by the Sandiganbayan in 1985 (Event #14).

3. RADIO VERITAS RNG

Catholic Propaganda Taken Off-Air: Remove a Reformer Base from Manila and an adjacent space.

Broadcasting the Revolution: Place an Activist, a Reformer Base, and a Protest marker in any one space (flip Strike and remove Terror, if any).

Tips. For the unshaded event, a Reformer Base must be removed from each space if possible. For the shaded event, pieces and markers must be placed if possible, and must all be placed in the same space.

Background. A Catholic radio station that began broadcasting in 1969, Radio Veritas was pivotal in bringing large crowds to Epifanio de los Santos Avenue (EDSA). After Jaime Cardinal Sin (Personality #46) pleaded with listeners to support the defections of General Ramos and Defense Minister Enrile (Act of Desperation #56), Marcos ordered the station taken off the air, and the transmitters were destroyed by the military.

4. TARLAC TO TARMAC RGN

Police Block Route: Remove up to 4 total Reformer pieces (max 1 Base) from Manila and any adjacent spaces.

Protest Marathon: Reformers free Assemble then free Protest in Manila or any adjacent space.

Tips. For the unshaded event, 0, 1, 2, 3 or 4 pieces may be removed. For the shaded event, Assemble and Protest follow the normal requirements for the Operations. The same space must be selected for both Operations.

Background. Led by Ninoy Aquino's brother, Agapito 'Butz' Aquino, the 90-mile run from Ninoy Aquino's hometown of Concepcion, in Tarlac Province, to the airport runway where he was murdered (Event #38) drew huge crowds of protestors. Troops and police blocked the route three times and the run was postponed, but eventually, the nearly 300 runners were allowed to complete their route.

5. ANOTHER BEIRUT NRG

Constabulary Restores Order: Government free Sweep into then free Assault in any City.

Davao in Chaos: NPA free Rally then Terror in Davao (as if Davao Neutral).

Tips. For the unshaded event, Sweep and Assault follow the normal requirements for the Operations and must be in the same City. For the shaded event, treat Davao as if it is set to Neutral for the purpose of the Rally Operation.

Background. No Philippine city was as torn by violence during the 1970s and 80s as Davao. During the 70s, the Moro National Liberation Front (MNLF) waged a guerrilla war to gain independence for the Moro people, which ended in a peace agreement between the MNLF and the Marcos government, brokered by Muammar Gaddafi. By the early 1980s the

NPA was at its peak strength and conducted a series of attacks in and around Davao that led journalist William Chapman to compare the city to the war-torn capital of Lebanon. A grenade attack on a church, on Easter Sunday 1981, claimed the lives of 17 and wounded 157. It was the first attack after the lifting of Martial Law. The Philippine Constabulary, a national military police force, used these attacks to crack down on suspected NPA members throughout Mindanao.

6. ANG BAYAN **NGR**

Crackdown Targets the Press: Remove 3 pieces total (max 1 Base) from up to two spaces with Government pieces.

CPP Newspaper: NPA gains Resources equal to Population at Resistance.

Tips. For the unshaded event, 3 pieces must be removed if possible.

Background. Translated as “the People”, Ang Bayan is the official newspaper of the Communist Party of the Philippines and was an important propaganda and recruiting tool for the NPA. Due to the restrictions on the press, production of the newspaper was decentralized and circulation was limited.

7. SALVAGING **GRN**

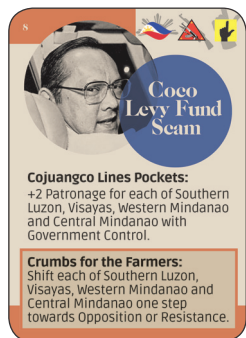
Government Death Squads: Remove 3 total Reformer and/or NPA pieces (max 1 Base) from any 2 spaces with cubes. Place a Terror marker in each space (remove Protest or Strike, if any).

US Protests Human Rights Abuses: For every 2 Aid, remove 1 Police. Set Aid to 0. Executing Faction remains Eligible.

Tips. For the unshaded event, choose whether to remove pieces from the Reformer, NPA, or both. 3 pieces must be removed from among the chosen factions, if possible. For the shaded event, Police must be removed if possible.

Background. Extrajudicial killings were common in the Philippines during and after Martial Law. These killings, referred to as “salvage,” were often committed by government forces against suspected terrorists, communists, dissidents, union members, and journalists. In addition to extrajudicial killings, salvaging includes the disappearance of many civilians whose families were often left to assume the worst. Rebel groups such as the NPA often used similar tactics during arms raids (Event #30), and as retribution or political statements (Event #12).

8. COCO LEVY FUND SCAM **GNR**



Cojuangco Lines Pockets: +2 Patronage for each of Southern Luzon, Visayas, Western Mindanao and Central Mindanao with Government Control.

Crumbs for the Farmers: Shift each of Southern Luzon, Visayas, Western Mindanao and Central Mindanao one step towards Opposition or Resistance.

Tips. For the shaded event, each space may be shifted towards either Opposition or Resistance.

Background. The Coconut Development Fund was originally enacted in 1954 by President Ramon Magsaysay, as a means to maximize the productivity of the coconut industry. Known as the “Coco Levy Fund,” the act levied a tax on coconut farmers per kilo of coconuts, ostensibly as a means to collectively improve the coconut industry in the Philippines. Under the Marcos administration, the fund was used by Marcos’ cronies, such as Danding Cojuangco, to purchase several large companies (Event #20) and funnel money through holding corporations into their own pockets. Two notable massacres occurred when soldiers fired into crowds of farmers protesting the scam. As of 2022, litigation related to the Coco Levy Fund Scam is still ongoing.

9. CESAR CLIMACO ASSASSINATED **RNG**

Muslims Scapegoated: Government may move any Troops and Police on the map to Zamboanga, then free Assault there.

Military Hit: NPA free Rally or Reformer free Recruit in up to 3 spaces.

Tips. For the unshaded event, Assault follows the normal requirements for the Operation and must take place in Zamboanga. For the shaded event, Rally or Recruit follow the normal requirements for the Operations.

Background. A staunch Marcos critic and close personal friend of Ninoy Aquino, Cesar Climaco was assassinated while serving his third term as mayor of Zamboanga City. While his assassin was never caught, the military blamed a rebel muslim group led by Rizal Alih, a Philippine Constabulary policeman. Climaco allegedly claimed before his death that if he was ever assassinated the military would try to blame Alih, and Climaco’s widow publicly accused the military of orchestrating the killing.

10. WELCOME ROTONDA PROTEST **RGN**



Manila Quiet: In each space with Support, remove 1 Activist and place up to 2 cubes.

Roces and Tañada Tear Gassed: In each City not at Support, add 1 Activist or Guerrilla.

Tips. For the unshaded event, an Activist must be removed from each space if possible. For the shaded event, an Activist or Guerrilla must be added to each space if possible; if none of one type of piece is Available, the other must be placed.

Background. On September 27, 1984, police dispersed an anti-Marcos protest at the Welcome Rotonda in Quezon City in Metro Manila. The police used tear gas and water cannons, and fired their weapons into the crowd. News cameras captured footage of 80-year old former Senator Lorenzo Tañada and 71-year old Manila Times founder Chino Roces struggling to breathe in

which provide important context and information to build the narrative of your game.

11. MORO-NPA ALLIANCE? **NRG**

Unproven Rumors Spur US Aid: Remove up to 4 total NPA pieces (max 1 Base) from Visayas and Western, Central, and Eastern Mindanao.

Coordinated Resistance: NPA free Ambush in up to 2 spaces.

Tips. For the shaded event, each space selected for Ambush would require an Underground Guerrilla to be Activated as normal.

Background. While rumors swirled of an alliance between the NPA and various Moro rebel groups, no such alliance ever came to pass. That did not stop the Marcos regime from using fears of violence to justify crackdowns and to motivate an appeal to the United States for increased military budgets.

12. SPARROW UNITS **NGR**



Indiscriminate Killings: In up to 2 spaces with Activists and Guerrillas, remove 1 Activist and shift the space towards Support. Place a Terror marker in each selected space (remove Protest or Strike, if any).

Armed City Partisans Defy Marcos: NPA free Rally then free Terror in Davao & Zamboanga (even at Support).

Tips. The shaded event allows NPA to ignore the usual restriction that Rally may not take place in spaces at Support.

Background. Known for their ability to swiftly and violently deal with enemies and then disappear, the NPA's Alex Boncayao Brigade—more commonly called “Sparrow units”—assassinated numerous police, military leaders, and politicians, beginning in 1984. Sparrow units were known to extort money from businessmen and wealthy citizens to fund their operations.

13. CIVILIAN HOME DEFENSE FORCES **GNR**

Local Counter-Insurgents: Activate all Guerrillas in Countryside spaces.

CHDF Limits Constabulary: In up to 2 Countryside spaces, remove 2 Police.

Tips. The shaded event must remove 2 Police from each selected Countryside space if possible, but could also select spaces with only 1 Police to remove.

Background. After the end of the Huk Rebellion (1946-1954), the Philippine Government relied on “Barrio Self-Defense Forces,” a paramilitary group ostensibly under the aegis of the Philippine Constabulary. These groups were often actually controlled directly by local politicians and indiscriminately deployed, and were responsible for some of the worst human rights abuses of the Marcos era. The use of such paramilitaries was enshrined in the 1973 Constitution, along with a name change

to “Civilian Home Defense Forces.” After Corazon Aquino became president, she made good on her campaign promise to disband the CHDF, but replaced them with “Citizen's Armed Forces- Geographical Units” which were made up largely of CHDF members and have continued to face accusations of human rights abuses.

14. GENERAL VER ACQUITTED **GRN**



Ver Reinstated: If Manila at Support, Government may set 1 space with Police, Troops, and Control to Support.

Marcos Manipulates Sandiganbayan: If Manila at Opposition or Resistance, place 2 pieces and a Protest, Strike or Terror marker there (replace any Protest, Strike, or Terror marker already present).

Tips. The shaded event must place any 2 Available pieces from any Factions in Manila.

Background. Despite the findings of the Agrava Commission (Event #2) which found that the Armed Forces of the Philippines and General Ver (Personality #43) conspired to assassinate Ninoy Aquino, the Sandiganbayan (a special appeals court) acquitted Ver of the murder in 1985 and he was immediately reinstated to his post as Chief of the AFP. The trial was widely condemned as a sham that had been orchestrated by the Marcos regime, and many of those acquitted were later tried again during the Aquino administration. Ver, however, fled the Philippines with the Marcos family and was never brought to trial again.

15. ESCALANTE MASSACRE **RNG**

Crowd Dispersed: Government move up to 2 Police to each City as desired from anywhere on the map or Available, then free Roundup in each City.

Bloody Thursday: Replace up to 2 Police in Manila with Activists or Guerrillas.

Tips. For the unshaded event, Roundup follows the normal requirements for the Operation and must take place in each City.

Background. The province of Negros Occidental, in Western Visayas, was hard hit by the decline in sugar prices during the late 1970s and early 1980s. As prices dropped, many jobs were eliminated, and a wave of infant malnutrition received international attention. Waves of protest against the crony-run industry resulted, demanding land-reform, fair wages, increased government services, and an end to the private paramilitary forces of the province Governor Armando Gustilo, one of Marcos' cronies and a landowner. These protests were brutally repressed, notably in the Escalante Massacre of September 20, 1985. Known as “Bloody Thursday”, despite occurring on a Friday, paramilitary forces fired upon the crowd of protestors, killing 20 and injuring another 30.

16. EVELIO JAVIER MURDERED RGN



Brutal Murder: Set Visayas to Neutral and remove all Activists there, then place 4 total Troops and Police there.

"The Impossible Dream": Set Visayas to Opposition and place a Reformer Base and Activist there.

Tips. For the unshaded text, as many Troops and Police (up to 4 total) must be placed as possible. For the shaded text, a Reformer Base and Activist must be placed if possible.

Background. A former Governor of Antique province, Javier took a 4 year break from politics to study public administration at Harvard. Upon his return, Javier ran for a seat in the Batasang Pambansa representing Antique, against the Marcos-supporting Arturo Pacificador. The race turned violent when Pacificador's private security killed seven of Javier's supporters on the eve of the election. Javier accused Pacificador and his party, the KBL, of widespread fraud, and spent two years dodging assassination attempts while appealing the election to the Supreme Court. On February 11, 1986, Javier was brutally and publicly murdered. Public reaction was fierce, and Javier's death was a significant source of anger during the People Power Revolution. Seven months after Javier's murder, he was declared the winner of the contested 1984 election.

17. MORO PIRATES NRG

Malaysian Police Hunt Pirates: Remove up to 3 Guerrillas from each of Western, Central, and Eastern Mindanao.

Lahad Datu Ambush: +5 NPA Resources. Ambush once in Western, Central, or Eastern Mindanao.

Tips. For the shaded event, the space selected for Ambush would require an Underground Guerrilla to be Activated as normal.

Background. On September 23, 1985, a group of about 20 heavily armed pirates landed near Lahad Datu, Malaysia and attacked the town. The pirates robbed a bank and a Malaysian Airlines office, killing 21 people and injuring 11 more. During their escape, the Malaysian Marine Police engaged the pirates, who eventually fled to islands in the Sulu Archipelago in the Philippines (to the south-west of Zamboanga; not pictured on the People Power map). In the days following the attacks, rumors swirled that the Malaysian Marine Police destroyed a Filipino village in retaliation, and the Marcos administration briefly accused the Malaysians of breaching international waters before retracting these claims. Such incidents of piracy were unfortunately common, causing up to 100,000 people to flee from the Sabah region of Malaysia.

18. KAMPANYANG AHOS NGR

Garlic Campaign Decimates Cadres: Place 3 NPA Guerrillas from the map on this card. They return to Available at the Reset Phase of the next Election.

Deep Penetration Agents Exposed: Place 4 Police from the map on this card. They return to Available at the Reset Phase of the next Election.

Tips. For either event effect, place this card by the board with the specified pieces on it. These pieces are unavailable until the next Reset Phase, at which point they should be returned to Available and the card should be discarded.

Background. During the Marcos administration, NPA leaders feared that undercover military infiltrators, called "Deep Penetration Agents", would expose their operations. These fears were greatly out of proportion to reality, and this was most evident in 1985 when the NPA's Mindanao leadership decided to investigate and cleanse their ranks of collaborators. Informants were known as "vampires" (asuwang) or "devils" (demonyo), so the investigation was symbolically named the "Garlic Campaign" (Kampanyang Ahos). Shortly after the Campaign began, paranoia spread across the Philippines, and hundreds of cadres were eliminated, often with their families. The toll to the NPA was heavy: between the purges, desertions, and resignations the NPA was reduced from 16 companies to only 2. By the time the paranoia was reined in, the 1986 snap election (Election #40) was over and Corazon Aquino was President.

19. MAKATI BUSINESS CLUB GRN

Businessmen Back Marcos: Add Government Resources equal to Population at Support. Government remains Eligible.

Ninoy Murder Turns Stomach: -3 Patronage and -5 Government Resources.

Tips. None.

Background. While Marcos enjoyed the support of many business leaders, his popularity among this group faded during the late 70s and early 80s as the economy of the Philippines experienced significant contraction. With the lifting of Martial Law in 1981, several prominent business leaders, including the Ayala Corporation's Enrique Zóbel, founded the Makati Business Club as a way to speak with a common voice. After Ninoy Aquino was murdered the MBC became a vocal opponent of the Marcos regime, supporting the Aquino campaign in 1986.

20. SAN MIGUEL CORPORATION GNR

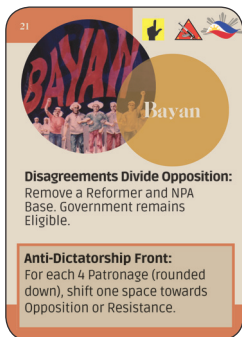
Holding Company Siphons Stolen Funds: Government may spend up to 10 Resources. For every 2 spent, add 1 Patronage.

Exempt From Excise Taxes: Government Resources -2 for each Reformer Base on map.

Tips. For the unshaded event, Government may effectively buy up to 5 Patronage at a cost of 2 Resources per Patronage gained. There is no additional gain for any odd amount of Resources spent.

Background. Best known for brewing the most popular beer in the Philippines, the San Miguel Corporation is a multinational conglomerate with interests in the agricultural, mining, petroleum, real estate, and manufacturing sectors. During the Marcos administration, it became the source of controversy due to the acquisition of a controlling stake by Eduardo “Danding” Cojuangco after a failed takeover bid by Enrique Zóbel, founder of the Makati Business Club (Event #19). Cojuangco acquired a majority stake in SMC in 1983 with funds acquired through his management of the Coco Levy Fund (Event #8). After the People Power Revolution, the government sequestered Cojuangco’s stake, claiming it was fraudulently gained and belonged to the coconut farmers. Litigation relating to the case spanned decades, resulting in government ownership of the controlling stake. In 1998, Cojuangco was again elected as Chairman of SMC, and in 2012 the company finally bought back the government owned stake. Cojuangco served as Chairman until his death in 2020.

21. BAYAN RNG



Disagreements Divide Opposition: Remove a Reformer and NPA Base. Government remains Eligible.

Anti-Dictatorship Front: For each 4 Patronage (rounded down), shift one space towards Opposition or Resistance.

Tips. For the unshaded event, one Reformer Base and one NPA Base must be removed if possible. For the shaded event, each space may only be shifted once, and one space would be shifted at 4 Patronage, two at 8 Patronage, and so on.

Background. Founded by Leandro Alejandro (Personality #52) and Lorenzo Tañada (Event #10) in 1985, Bayan (short for “Bagong Alyansang Makabayan” meaning “New Patriotic Alliance”) is a left-wing alliance advocating the principles of National Democracy. Like the Communist Party of the Philippines and the NPA, Bayan believes in class struggle, but unlike the CPP and NPA, members of Bayan do not advocate for violence. Any number of similar, smaller, and since forgotten left wing student and labor organizations were participants in the social and political changes in the Philippines during the 1980s.

22. NATIONAL DAY OF SORROW RGN

Protests Turn Violent: Remove 4 pieces total from among all Protest spaces (max 1 Base).

Sadness Overcomes Fear: Remove all Terror markers from the map. Acting Faction performs 2 free Limited Operations.

Tips. For the unshaded event, a total of 4 pieces must be removed if possible, and one Base may be selected even if other pieces of that Faction remain in the space. For the shaded event, the two free Limited Operations may be of different types, are carried out one after the other, and may potentially use the same pieces twice.

Background. After Ninoy Aquino’s assassination, large street protests became much more common in the Philippines. Over one million Filipinos peacefully marched in a protest accompanying Ninoy’s funeral on August 31, 1983. Just over one year later, another “National Day of Sorrow” was held to coincide with the anniversary of Marcos’ Martial Law declaration on September 21. In each case, small groups of students and radical protesters broke off from the main protests and turned violent, leading to intervention by the military and police. Even though the majority of these protests remained peaceful, the violence that did occur was used by Marcos and the police to justify increasingly brutal policing tactics and a hardline stance against all political gatherings.

23. BARANGAY ORGANIZING COMMITTEES NRG

Insurgent Rule Resented: Set up to two Resistance Spaces with Terror markers to Neutral, then remove 2 Guerrillas from each space set to Resistance.

Shadow Government: NPA Agitate as if Support Phase of Election Round, removing Terror and Protest for free.

Tips. For the unshaded event, as many Guerrillas as possible (up to 2 total) must be removed from each affected space. For the shaded event, NPA may remove any Terror or Protest markers in spaces they Control, then pay 1 Resource per step shifted to shift any number of steps towards Resistance in these spaces.

Background. The lowest level of local government in the Philippines is the Barangay, or Barrio. Barangay Organizing Committees are local organs of the Communist Party of the Philippines. In the 1980s, the Committees provided support for NPA cadres, and recruited and educated the workers and peasants necessary to develop the mass base for the party. To supporters of the CPP-NPA, the Barangay Organizing Committees are the legitimate people’s government of the Philippines which will one day overthrow the reactionary government of bureaucrat capitalists. To opponents, the Committees are repressive and coercive tools of the communists, threatening the common people with physical harm for unorthodox thought or speech.

24. CHINESE AID NGR

NPA Cut Off: –3 NPA Resources. Remove an NPA Base from any space. Acting faction remains Eligible.

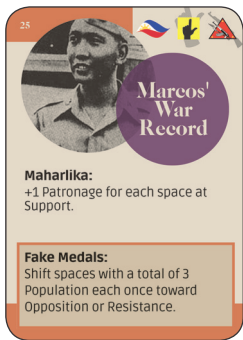
Reconsider Aid: +5 NPA Resources. NPA may perform 2 free Limited Operations.

Tips. For the unshaded event, an NPA Base must be removed if possible. For the shaded event, the two free Limited Operations may be of different types, are carried out one after the other, and may potentially use the same pieces twice.

Background. The Maoist-aligned Communist Party of the Philippines and its armed wing, the NPA, were founded in 1969 by Jose Maria Sison (Personality #49). Being Maoist, the CPP enjoyed support from the Chinese Government until 1976 when the Philippines normalized relations with China. The loss of Chinese aid curtailed NPA operations during the late 70s, and the CPP-NPA developed extensive foreign fundraising opera-

tions to attempt to compensate, with limited success. The failure of the NPA to cultivate significant foreign benefactors is a major “what if” of the NPA’s campaigns against the government.

25. MARCOS’ WAR RECORD GRN



Maharlika: +1 Patronage for each space at Support.

Fake Medals: Shift spaces with a total of 3 Population each once toward Opposition or Resistance.

Tips. For the shaded event, either three 1 Population spaces or one 2 Population and one 1 Population space may be shifted toward Opposition or Resistance.

Background. Ferdinand Marcos was called up in 1941 for active duty in the US Armed Forces in the Philippines and served during World War II. Marcos’ war record is the matter of some dispute, with official government records telling a significantly different story than Marcos’ own official autobiography and interviews. Marcos claimed to have won the Distinguished Service Cross and Medal of Honor (US records show that he won neither) and to have led a band of guerrillas against Japanese occupiers (US Army investigations state that this is a criminal and fraudulent claim). Marcos himself promoted the concept of “Maharlika” or the concept of a Filipino nobility (which, of course, included the Marcos family). The propaganda surrounding Marcos’ war record was a key component of Maharlika, and has led to significant debate regarding the legacy of the Marcos family.

26. BATAAN NUCLEAR POWER PLANT GNR

Cronies Get Kickbacks: Government Enrich twice.

Massive Debt: –6 Government Resources.

Tips. For the unshaded event, two spaces must be selected for Enrich if possible, and both spaces must have Government Control and Support as usual.

Background. The Bataan Nuclear Power Plant was commissioned in 1973 at the height of the first oil crisis. Marcos touted the plant as the path to energy independence for the Philippines, but the project was quickly caught in mismanagement and corruption. Not only was the plant built on an active fault line, but the bid that the government accepted from Westinghouse had little to no specifications when construction started. Construction costs ballooned due to delays and hundreds of millions in kickbacks given to Marcos and his cronies. The final cost was over \$2.2 Billion USD, over four times the original estimate. In 1979, after the Three Mile Island accident, construction was paused and numerous issues were found in the design of the Bataan Plant. Many of these were not fixed in the final construction, and the plant was mothballed without ever producing power shortly after the Chernobyl disaster in 1986. Today, the plant is a tourist destination, and reviving the plant is a popular topic for politicians.

27. OPPOSITION ALLIANCE RNG

“Just a Housewife”: Government Charm in any 2 spaces (even without Government Control).

Cardinal Sin Brokers Unity: Reformers Convert in 3 spaces.

Tips. For the unshaded event, any two spaces must be selected for Charm if possible, and 1 Patronage must be paid for each selected space as usual. For the shaded event, three spaces must be selected for Convert if possible, and each space must have Active Activists as usual.

Background. After Martial Law was lifted in 1981, opposition parties grew in popularity and participated in elections. The biggest of these were the Partido Demokratiko Pilipino (PDP) founded by Aquilino “Nene” Pimentel Jr., Lakas ng Bayan (LABAN) founded by Ninoy Aquino Jr., and the United Democratic Opposition (UNIDO) founded by Salvador “Doy” Laurel. In 1983 PDP and Lakas ng Bayan merged to form PDP-Laban, which fielded Corazon Aquino, Ninoy’s widow, as a Presidential candidate during the 1986 snap election (Event #28 and Election #40). To avoid dividing the vote, PDP-Laban formed a coalition with UNIDO. After some initial debate about whether Aquino or Laurel should be the Presidential candidate, and arguments about how to appoint cabinet seats, a ticket with Aquino running for President and Laurel as Vice President was finalized with the assistance of Jaime Cardinal Sin (Personality #46).

28. SNAP ELECTION ANNOUNCED RGN

Marcos Seeks Legitimacy: In each space with a Protest marker, remove the marker, then Government may perform Civic Action as if Support Phase of the Election Round.

Galvanizes Opposition: Reformer Canvass in 2 spaces or NPA places 1 Guerrilla anywhere then free Terror in any City (not Manila).

Tips. For the unshaded event, every Protest marker must be removed from the map, and then the Government may perform Civic Action in each space where a Protest marker was removed, provided that they have Control, Troops, and Police as usual. For the shaded event, if the Canvass option is selected it must target two spaces with Terror and Activists if possible.

Background. By late 1985, the Marcos administration was under siege. Despite the acquittal of General Fabian Ver (Personality #43, Event #14), rumors of government involvement in the assassination of Ninoy Aquino (Election #38) persisted. In June 1985, the San Jose Mercury News ran a series of articles exposing the extensive export of wealth from the Philippines by Marcos and his cronies, inciting protests across the Philippines. Further investigations by American newspapers revealed the misuse of foreign loans (Event #1), human rights abuses (Event #7), and lies about Marcos’ war record (Event #25). On November 4, 1985, with popular opinion turning against him and under pressure from the United States, Marcos declared a snap election in the middle of a live interview on American television. A month later the election date was set for February 7, 1986.

29. NATIONAL DEMOCRATIC FRONT **NRG**

Vulnerable to Repression: Remove 3 total NPA pieces (max 1 Base) from any spaces with Government Control

NPA Popular Front: NPA free Rally in any spaces with Resistance, then free March from each Rally space.

Tips. For the unshaded event, as many NPA pieces as possible (up to 3 total, max 1 Base) must be removed from spaces with Government Control. For the shaded event, Rally and March follow the normal requirements for the Operations, and may only select spaces with Resistance.

Background. The National Democratic Front was secretly founded during Martial Law in 1973, serving as the political arm of the Communist Party of the Philippines and a united front for the National Democratic Movement. Because the political activity of the front involved negotiation with the government, coalition building between leftist organizations, and organization of trade and agricultural unions, the NDF became a convenient target of repression by the Marcos regime. During the 1986 snap election (Election #40), the NDF joined other leftist organizations like Bayan (Event #21) in calling for a boycott of the election (Act of Desperation #39).

30. AGAW ARMAS **NGR**



US Aids Fight Against Socialism: Flip a number of Guerrillas equal to Aid to Active, then free Assault in one space.

Arms-grabbing Raids: NPA free Ambush in two spaces. If Kampanyang Aho in effect, return any NPA Guerrillas on that card to Available.

Tips. For the unshaded event, Assault follows the normal requirements for the Operation. For the shaded event, the spaces selected for Ambush would require an Underground Guerrilla to be Activated as normal.

Background. While the Chinese government provided materiel and money for NPA operations in its formative years (Event #24), the NPA relied on stolen and seized arms to equip many of its combat units. One practical solution to this need was devised by Romulo "Rolly" Kintanar (Personality #51), who planned raids against corrupt police and military personnel in order to steal their weapons. The choice to target corrupt individuals not only justified the raids, but deflected criticism from within the party. These raids are still a common tactic for the NPA, and are popularly known as "agaw armas" (literally "grab the weapons").

31. VP BUSH TOAST **GRN**

"We Love Your Adherence to Democratic Principles": Shift Manila and any other City towards Support.

Mockery of Democracy: Shift Manila and any other City towards Opposition or Resistance.

Tips. For both events, Manila and one other City must be selected to shift towards Support, Opposition, or Resistance.

Background. George H. W. Bush, then Vice President of the United States, visited Manila for the inauguration of Ferdinand Marcos after his win in the 1981 Presidential Election (Election #37). Opposition leaders in the Philippines felt this visit endorsed Marcos' anti-democratic and repressive policies, and strongly opposed the visit. At the time of the visit the Philippines was viewed as a crucial US ally in the Pacific, with Clark Air Force Base and Subic Naval Station creating a significant US military presence in the region. During dinner, Bush proposed a toast to Marcos, notoriously praising Marcos' love of democratic principles and faithfulness to the United States. The Reagan administration would offer sanctuary to Marcos when he fled the Philippines in 1986 (Act of Desperation #53).

32. MANOTOC KIDNAPPING **GNR**



Dramatic Rescue: +5 Aid. Free Sweep in any space, then remove half the Guerrillas flipped to Active (round down).

Political Kidnapping: NPA free Rally in up to two spaces, then Reformer free Recruit in up to two spaces.

Tips. For the unshaded event, Sweep follows the normal requirements for the Operation, and only Guerrillas that were just flipped to Active by the Sweep are counted for determining how many to remove. For the shaded event, both Factions will get to Rally or Recruit regardless of who executes the Event option, and Rally and Recruit follow the normal requirements for the Operations.

Background. On December 4, 1981, Imee Marcos, Ferdinand and Imelda's eldest daughter, secretly wed Tommy Manotoc in Arlington, Virginia. The Marcos family opposed the marriage and initially denied it had taken place. Manotoc went missing on Dec. 29, and the government claimed he was kidnapped by violent rebels hiding him in the countryside who were demanding a ransom. The Manotoc family, however, claimed that Ferdinand Marcos was behind the disappearance. After 41 days, the Philippine military produced Manotoc, stating that he had been rescued in a daring raid. Manotoc apologized to the Marcos family for the claims made against them by his family. Manotoc and Imee separated in the early 1990s.

33. NINOY SPEAKS AGAINST MARCOS **RNG**

Terms of Exile Observed: -4 Reformer Resources. Reformers Ineligible through next card.

Sways US Public Opinion: +6 Reformer Resources. Reformers may perform a free Limited Operation.

Tips. For the unshaded event, Reformers will immediately become Ineligible and remain Ineligible while the next card is played, then become Eligible again as usual.

Background. Benigno “Ninoy” Aquino Jr. was arrested in 1972 at the start of Martial Law. Due to experiencing a heart attack while in prison, Marcos allowed Aquino to leave for the United States in 1980 for much-needed heart surgery, on two conditions: that Ninoy not speak out against the Marcos administration, and that Ninoy return to the Philippines. After his recovery, Aquino defied the terms of his exile, saying “a pact with the devil is no pact at all.” He remained in the United States for 3 years, teaching and speaking. His fiery speeches, including appearances on American television and his most famous speech at a Freedom Symposium Rally in Los Angeles in 1981, had an impact even after his death, significantly shifting opinion in the United States against Marcos.

34. POPE JP II VISIT **RGB**



Marcos Puts on a Show: Government Charm in two spaces, but do not reduce Patronage.

Dignity of the Human Person: -3 Aid for each Protest marker on the map.

Tips. For the unshaded event, two spaces must be selected for Charm if possible, but both spaces must have Government Control as usual.

Background. Marcos lifted Martial Law in January 1981, ahead of a visit from Pope John Paul II. While Marcos made grand gestures, the Pope’s six day visit in February 1981 focused mostly on those living in the slums and farming communities, and Catholic faithful across the country. During his visit, the Pope made numerous references to the repressive policies of the Marcos regime and the human rights abuses committed by the military and police, demonstrating that he was not fooled by Marcos. He also warned the Catholic leadership in the Philippines to stay out of politics and not to encourage revolutionary violence. Exactly 5 years to the day after the Pope departed the Philippines, Marcos resigned the Presidency and fled to Hawaii.

35. LIGHT-A-FIRE MOVEMENT **NRG**

Fumbling Amateurs: Government free Sweep and Roundup in any City, then place a Terror marker there.

NPA Training: Shift 3 spaces with an Activist towards Resistance and place a Terror marker in each space (replace any Protest or Strike marker already present).

Tips. For the unshaded event, Sweep and Roundup follows the normal requirements for the Operations. For the shaded event, three spaces not at Resistance must be selected if possible, and a Terror marker must be added to each if available.

Background. The Light-a-Fire Movement claimed responsibility for a series of bombings in Metro Manila during 1980 and 1981. Staunchly anti-communist, the perpetrators of the bombings were Filipinos and Filipino-Americans, supported by Americans and Filipino exiles in America who believed that violence was necessary to oust Marcos. The Marcos administration used the bombings as an excuse to quell opposition and crack down on the NPA, which they blamed for training the bombers.

36. PATA ISLAND MASSACRE **NGR**

AFP Maneuver Snares Moro: Remove up to 1 NPA Base from each of Eastern, Central, and Western Mindanao.

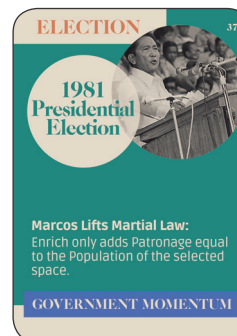
AFP Massacred at Truce Site: Remove all Government Troops from Eastern, Central, and Western Mindanao.

Tips. None.

Background. While the Moro rebellion in Mindanao largely ended with the 1976 Tripoli Agreement, mediated by Muammar Gaddafi, the Moro National Liberation Front (MNLF) continued with armed struggle. In 1981, the Armed Forces of the Philippines responded to reports of MNLF forces on Pata Island in Sulu Province (south-west of Zamboanga). After being assured that no MNLF were present by the local government and Constabulary, the military withdrew the majority of their forces. During a farewell ceremony arranged by the Constabulary commander, MNLF guerrillas ambushed the military forces, killing over 100 men. The AFP retaliated with concentrated bombing and shelling of the island, which killed more than 3,000 civilians.

37. 1981 PRESIDENTIAL ELECTION

ELECTION



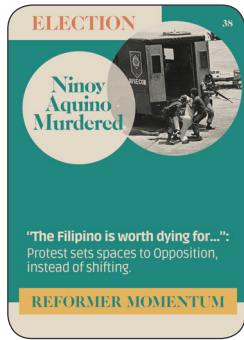
Marcos Lifts Martial Law: Enrich only adds Patronage equal to the Population of the selected space.

Tips. While this Momentum event is in effect the Enrich Special Activity only adds Patronage equal to the Population of the selected space (not double), but still reduces Aid by 1.

Background. Marcos received a mostly cold reception from the Carter administration, so after the 1980 US Presidential Election he attempted to curry favor with the new Reagan administration by lifting martial law in January 1981 and calling for new presidential and local elections. However, he in fact retained the majority of the powers he had been granted during martial law, and in protest nearly all opposition parties boycotted the 1981 election, leading to the most lopsided result in Filipino history, with Marcos winning 88% of the vote.

38. NINYO AQUINO MURDERED

ELECTION



‘The Filipino is worth dying for...’: Protest sets spaces to Opposition, instead of shifting.

Tips. While this Momentum event is in effect, the Protest Operation sets spaces directly to Opposition instead of shifting them one step.

Background. One of the conditions of Ninoy Aquino’s release from prison (Event #33) was his eventual return to

the Philippines. After nearly 3 years speaking and teaching in the United States, Aquino decided to return to the Philippines to attempt to revitalize the languid centrist opposition in the face of Ferdinand Marcos’ poor health and continued de facto dictatorship. He was repeatedly warned by friends, family, and other opposition leaders that Marcos would not tolerate his return, and when told he would likely die or end up in prison, he responded “the Filipino is worth dying for.” This statement would prove prophetic: Aquino was assassinated on August 21, 1983 by an unknown assailant as he exited the airplane that brought him back to the Philippines. Rumors immediately tied Aquino’s assassination to Marcos and the Filipino military. Aquino lay in state for eight days, wearing the blood soaked clothing in which he was killed and with no makeup covering the facial wounds he had suffered. His funeral on August 31 was officiated by Archbishop of Manila Jaime Cardinal Sin (Personality #46), and the funeral procession wound through Manila for 12 hours and was viewed by over 2 million people. This was just the first of many protests related to Aquino’s assassination (Event #22). In his death, Ninoy Aquino achieved his goal of galvanizing opposition to the Marcos regime.

39. 1984 PARLIAMENTARY ELECTION

ELECTION

Opposition Parties Gain Seats: Reformer Limited Operations cost 0 Resources. Reformer Pass adds 2 Resources instead of 1.

Tips. While this Momentum event is in effect the Reformers may perform a Limited Operation without spending any Resources, and may Pass to gain 2 Resources.

Background. The 1984 parliamentary elections were the first competitive elections held in the Philippines after the end of martial law. The 1981 presidential election (Election #37) had been boycotted by opposition parties, but the UNIDO and PDP-Laban parties (Event #27) fielded numerous candidates in 1984, despite previous agreements to boycott any election held while Marcos retained power. Despite the anger at the assassination of Ninoy Aquino (Election #38), the result was predictable: while the opposition parties saw some gains, Marcos’ KBL party retained control in Parliament amid accusations of widespread fraud and coercion at the ballot box (Event #16). However, the influence of election watchdog NAMFREL and the first meaningful opposition vote in nearly three decades

provided a psychological boost to the opposition, which they sought to build upon in the following years.

40. 1986 SNAP ELECTION

ELECTION

Both Sides Claim Victory: Conduct Final Election Round.

Tips. None.

Background. After the 1984 parliamentary election (Election #39), Marcos faced a continuous stream of opposition leading to his declaration on November 3, 1985 that a snap election would be held (Event #28). The election was scheduled for February 7, 1986, and the two main opposition parties ran a coalition ticket (Event #27) that captured the overwhelming majority of the anti-Marcos vote. The election was boycotted by Bayan and the CPP, but most other leftist and centrist opposition groups endorsed the Aquino-Laurel ticket (Acts of Desperation #58 and #59). As the votes were counted, both Marcos and Aquino claimed victory, causing people to take to the streets in protest. The snap election was the beginning of a chain of events culminating in the People Power Revolution two weeks later (see the Timeline of the People Power Revolution on page 38).

41. JUAN PONCE ENRILE

PERSONALITY

Defense Funds Siphoned: As a Special Activity with any Operation, spend 4 Resources to gain 3 Patronage.

Tips. The alternative option granted by this Personality may only be used when Government is able to select the ‘Operation + Special Activity’ option per the sequence of play, counts as their choice of Special Activity that turn, and may be combined with any Operation.

Background. Juan Ponce Enrile rose to influence alongside Ferdinand Marcos, holding various positions in the administration over two decades. As Defense Secretary, Enrile oversaw a massive expansion of the Armed Forces and Constabulary, and served as the administrator of Martial Law. A staged attack on his motorcade in September 1972 was used to justify Martial Law, the constitutional basis for which Enrile, a Harvard-trained lawyer, was tasked with writing. Martial Law was good to Enrile, who oversaw the Coco Levy Fund (Event #8) alongside Danding Cojuangco. However, in the later years of the Marcos regime, Enrile’s influence began to wane as Marcos consolidated power in the Presidency, and after the assassination of Ninoy Aquino, Enrile began aligning himself with the Reform the Armed Forces movement (RAM), headed by Col. Gregorio Honasan (Personality #48). RAM began plotting a coup in 1985, but before they could carry it out Marcos declared the 1986 snap election, precipitating the People Power Revolution. Enrile and RAM decided to go through with their coup during the People Power Revolution, leading to his high-profile defection alongside Fidel Ramos (Act of Desperation #56). Enrile served as Secretary of National Defense under Aquino until November 1986, when he was forced to resign due to his alleged role in a coup against Aquino. He later served as Senate President, and remained active in Filipino politics until 2013.

42. IMELDA MARCOS

PERSONALITY



The Iron Butterfly: Charm increases Aid by 5 instead of 3.

Tips. Charm must still reduce Patronage by 1 to shift towards Support and increase Aid by 5 while this Personality is in effect.

Background. The wife of Ferdinand Marcos, Imelda was a formidable politician in her own right. Critics of the Marcos administration referred to the rule of the Marcos family as a “conjugal dictatorship” while Marcos was the “elected” official,

it was no secret that Imelda held significant power. Imelda was instrumental in ensuring that her husband won the 1965 Presidential election that brought the Marcoses to power, and her transformation from beauty pageant queen to political powerhouse earned her the nickname “the iron butterfly,” a sobriquet which increasingly referred to her toughness as time passed. Imelda often inaugurated public works projects with great fanfare, winning over the crowd with her charm. She would also sing. “Dahil Sa Iyo” (Because of You) became her signature song, and at Ferdinand’s inauguration in 1986 she serenaded the small crowd at Malacañang Palace. Despite her charm, Imelda was a willing participant in the corruption and theft. After the Marcos family fled to Hawaii, crowds stormed the palace, finding Imelda’s shoe closet with over 3000 pairs of shoes. The media seized on these images as representative of the over \$10 billion that the Marcos family had stolen when they left the Philippines (Act of Desperation #53). Imelda eventually returned to the Philippines in 1991 where she was elected to the House of Representatives and ran for President twice. Her children and grandchildren have held numerous offices within the Philippines, most notably the election of Ferdinand “Bongbong” Marcos Jr. as President in 2022.

43. GENERAL FABIAN VER

PERSONALITY

Loyalist Carries Out Orders: Reprisal removes up to 2 enemy pieces total from selected spaces instead of relocating any (Bases last).

Tips. Both pieces removed could come from the same space, or one piece could be removed from each space selected for Reprisal, but any space selected for Reprisal must still have Government Control as usual. Bases may only be removed once no other pieces of that Faction remain in the same space.

Background. General Fabian Ver was Marcos’ most loyal officer, serving as the head of Presidential security before becoming Chief of Staff of the Armed Forces of the Philippines in 1981. Ver was suspected of orchestrating the assassination of Ninoy Aquino, leading to his indictment, trial, and acquittal (Events #2 and 14). During the People Power Revolution, Ver was seen on television broadcasts requesting permission from

Marcos to fire on the crowds and mount an air strike against Camps Crame and Aguinaldo, where Ramos and Enrile were headquartered (Personalities #41 and #44, Act of Desperation #56). Marcos denied the request (although he is rumored to have approved it at a later time). When Marcos went into exile in the United States (Act of Desperation #53), Ver accompanied him. Ver would not return to the Philippines until 1998, and died shortly thereafter.

44. GENERAL FIDEL V. RAMOS

PERSONALITY

Constabulary Assists Riot Police: Roundup may use Troops in addition to Police.

Tips. While this Personality is in effect Roundup removes one Active Reformer piece for each cube in selected spaces, not only Police cubes. Reformer Bases may still only be removed once no Activists remain in the same space.

Background. A graduate of West Point, Ramos served in the Philippines Armed Forces in the Korean and Vietnam Wars before becoming head of the Philippine Constabulary before martial law. In 1972, Ramos, along with Juan Ponce Enrile (Personality #41) and General Ver (Personality #43), was responsible for implementing martial law. Ramos retained command of the Philippines Constabulary until his defection in 1986 (Act of Desperation #56), and admitted knowledge of the torturings and disappearances (Event #7) perpetrated by the Constabulary during his leadership. During the People Power Revolution, Ramos’ defection became a powerful symbol of support for Aquino and the opposition movement. Ramos would later claim that his involvement in the revolution atoned for his actions during martial law. In 1992, he was elected President of the Philippines, succeeding Corazon Aquino (Personality #45). He remained active in politics after his term, participating in another popular revolution against President Joseph Estrada in 2001, and later serving as envoy to China under President Duterte. Ramos died in July 2022 from complications related to COVID-19.

45. CORAZON AQUINO

PERSONALITY

Widow or Symbol?: Place an additional Activist in each City selected for Recruit.

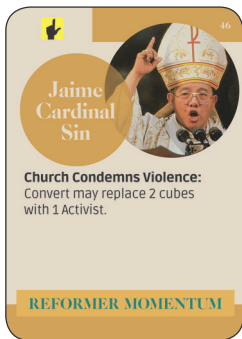
Tips. Cities with Support may still not be selected for Recruit. An additional Activist is placed even if the option to replace two with a Base was selected.

Background. The wife of opposition leader Benigno “Ninoy” Aquino, Jr., Corazon, known popularly as Cory, had no aspirations of being a politician before the assassination of her husband in 1983 (Election #38). His death thrust the Aquino family into the national spotlight, and Cory’s popularity was bolstered through her appearances at opposition events and her willingness to continue to speak out against Marcos. Despite having never held an elected office, she was considered the most popular candidate for president in 1986. Her main

opposition rival, Salvador “Doy” Laurel was considered the most experienced, and had the backing of the largest opposition party, UNIDO. Realizing that they would split the vote if both ran for president, Cory and Doy arranged a coalition ticket at the last minute (Event #27), partially through the involvement of Jaime Cardinal Sin (Personality #46). After the election, Cory presided over a tumultuous term that saw the ratification of a new constitution, numerous legal reforms, lawsuits against Marcos’ cronies, multiple coup attempts, the passage of a controversial land reform bill, and economic uncertainty. After her term, Cory retired to civilian life and died in 2009. Her son, Benigno “Noy” Aquino III was elected president of the Philippines in 2010.

46. JAIME CARDINAL SIN

PERSONALITY



Church Condemns Violence: Convert may replace 2 cubes with 1 Activist.

Tips. While this Personality is in effect Convert may still only replace a Government Base with a Reformer Base if there are no cubes in the same space, but may replace up to 2 cubes with 1 Activist (instead of either replacing 1 cube or removing 2 cubes).

Background. Jaime Cardinal Sin was Archbishop of Manila from 1974 until his retirement in 2003. Appointed Archbishop in 1974, Cardinal Sin immediately became one of Ferdinand Marcos’ most determined and influential opponents. A staunch opponent of martial law, Cardinal Sin repeatedly called for it to end, fearing a civil war would erupt between Marcos loyalists and the radical left. Not only did Cardinal Sin protest the use of torture and detainment to quell political opposition, he also protested the passage of legislation that would have prevented the church from carrying out social work. Following the lead established by Pope John Paul II in 1981 (Event #34), Cardinal Sin continued to apply pressure on Marcos to address human rights abuses, while steering the Filipino Catholic community away from revolutionary violence. In 1986, Cardinal Sin backed the moderate opposition during the People Power Revolution, first by encouraging Aquino to run and advising her campaign, then by mobilizing nuns to serve as election watchers. After COMELEC technicians walked out of the vote counting centers alleging fraud (Act of Desperation #55), the 104 bishops of the Philippines issued a statement agreeing with the allegations, leading to widespread protest. Cardinal Sin was instrumental in protecting the enormous protests on February 22-25, 1986, going on the radio (Event #3) and calling for Catholics to support General Ramos and Juan Ponce Enrile as they defected to the opposition (Act of Desperation #56). Cardinal Sin was again involved in the overthrow of the government in 2001 during the second People Power Revolution that led to the resignation of Joseph Estrada. Cardinal Sin enjoyed joking about his name, welcoming people to his home by saying “Welcome to the house of Sin.” He died in 2005.

47. SALVADOR LAUREL

PERSONALITY



UNIDO Party Backing: Appeal gives 3 Reformer Resources for each Activist removed.

Tips. Appeal may still only remove Activists from spaces without Protests while this Personality is in effect.

Background. The son of Jose P. Laurel, who was President of the Philippines during the Japanese occupation, Salvador “Doy” Laurel was a noted lawyer

and politician. Using the political influence of his family, Doy was elected to the Senate in 1967 and immediately became a critic of Marcos. He was in the United States when Marcos declared martial law, and avoided arrest. Instead Doy ran for, and won, election to the Interim Batasang Pambansa in 1978. There he was often the lone critic of Marcos, delivering fiery speeches denouncing martial law. In 1984, he led his political party, UNIDO, to significant gains in the Batasang Pambansa (Election #39), and set the stage for a showdown with Marcos. Before the opposition could unify, Marcos announced a snap election in 1986 (Event #28). While Laurel eventually agreed to be the Vice Presidential candidate on a coalition ticket (Event #27), he would later break with the Aquino administration on a number of issues, including the repatriation of Ferdinand Marcos’ remains. He served as Chairman of the National Centennial in 1998 under the Ramos administration, and retired from politics shortly after. Doy Laurel died in 2004.

48. COL. GREGORIO HONASAN

PERSONALITY

RAM sides with Protestors: After Government Roundup, remove 1 Troop from each selected space.

Tips. If General Fidel V. Ramos (#44) is also in effect, remove 1 Troop from each space selected for Roundup only after removing Reformer pieces. Government may still Roundup in spaces without Troops.

Background. A career military officer, Colonel Gregorio “Gringo” Honasan was Gen. Ramos’ aide-de-camp during the People Power Revolution and a founder of the Reform the Armed Forces Movement (RAM). Originally, RAM sought to address the favoritism, politics, and corruption that had become rampant in the Armed Forces of the Philippines during Martial Law. Many younger career officers were unable to attain promotion due to the Marcos administration extending the retirement age for senior officers that were politically favored, and RAM mostly consisted of Philippine Military Academy graduates. Col. Honasan planned the failed 1986 coup which was joined by Juan Ponce Enrile (Personality #41), precipitating the dramatic standoff between the military and citizens in the streets during the People Power Revolution. Honasan would carry out a series of failed coups against the Aquino administration before being pardoned by President Ramos (Personality #44).

after his election in 1992. He would later serve four terms in the Senate and in the Duterte administration. In 2022, Honasan ran for a fifth Senate term, but was not elected.

49. JOSE MARIA SISON

PERSONALITY

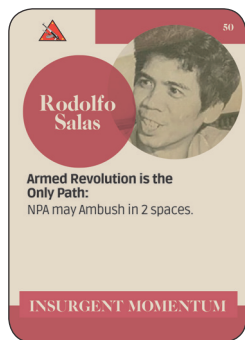
Advocates Rural Insurgency: NPA Rally may replace 1 Guerilla with a Base in Countryside spaces.

Tips. While this Personality is in effect, NPA Rally in Countryside spaces may either place Guerrillas or replace 1 Guerrilla with a Base, not both.

Background. The founder of the reestablished Communist Party of the Philippines (CPP), Jose Maria Sison (or “Joma”), fused Maoist thought with Marxism-Leninism to create what he termed “National Democracy” (Event #29). In 1969 the CPP, along with former Hukbalahap leader Bernabe Buscayno (known as “Kumander Dante”), founded the NPA as the armed wing of the CPP in order to fight a rural insurgency against the ruling elite. Sison was arrested in 1977 and held in prison until March 1986, when newly-elected President Aquino ordered a release of political prisoners, including Sison and Buscayno. While in prison, Sison continued advocating for a rural uprising in his letters and poems. After his release, Sison traveled abroad, eventually receiving political asylum in the Netherlands. Despite his travel, Sison assumed leadership of the CPP through the alias “Armando Liwanag,” although he denies involvement with the party. In 2007, he was arrested in the Netherlands for his involvement in multiple murders in the Philippines, including the murder of Rolly Kintanar (Personality #51), but the charges were eventually dropped. As of 2022, Sison still lives in the Netherlands.

50. RODOLFO SALAS

PERSONALITY



Armed Revolution is the Only Path: NPA may Ambush in 2 spaces.

Tips. Each space selected for Ambush must contain an Underground Guerrilla as usual (specifically one that has just been moved into the space if combining March with Ambush).

Background. After the arrest of Jose Maria Sison in 1977, Rodolfo Salas took command of both the NPA and

CPP. Under his leadership, the NPA expanded its presence in Mindanao (Event #5) and grew its ranks due to Marcos' obvious election fraud in 1981 (Election #37). Salas led a change in tactics with the end of martial law, decentralizing the leadership and moving into cities with “sparrow units” (Event #12). This decentralization eventually led to the purges of the Garlic Campaign (Event #18). Salas was arrested in 1986 and remained imprisoned for six years. After his release Salas retired from the NPA, although police allege he has continued to be involved in violent activities.

51. ROLLY KINTANAR

PERSONALITY

Emphasizes Terror Campaigns: NPA Terror removes 1 Activist or Police in one selected space.

Tips. NPA must remove 1 Activist or 1 Police from a space selected for Terror if possible while this Personality is in effect, but they may choose which piece to remove, and would not remove any pieces if Terror did not target any spaces with Activists or Police.

Background. Romulo “Rolly” Kintanar rose through the NPA ranks to become military commander of the Mindanao Commission. Kintanar was instrumental in finding ways for the NPA to sustain its growth in the early 1980s by seeking international support and funding. One international agreement provided the NPA with high quality counterfeit US dollars, which funded NPA operations inside and outside of the Philippines. Kintanar also pioneered the NPA's “sparrow units” (Event #12) and their urban warfare tactics. Kintanar was arrested in 1988, but escaped after eight months in captivity. He was arrested again in 1991, and after his amnesty in 1992 he left the NPA. Kintanar became an advisor to the government, and was accused by the CPP-NPA of using his knowledge of NPA operations to assist the government with counter-insurgency operations. He was assassinated by the NPA in 2003, possibly under the orders of Jose Maria Sison (Personality #49).

52. LEANDRO ALEJANDRO

PERSONALITY



Appeal to Students and Labor: Strike may set 1 selected space to Resistance instead of shifting.

Tips. Both spaces selected for Strike still require an Underground Guerrilla and no Terror as usual. NPA may select which space to set to Resistance and which space to shift.

Background. Leandro “Lean” Alejandro was a well known student leader and activist. As a student at the University of the Philippines, Lean organized both secret and overt student groups to protest the Marcos dictatorship, and eventually adopted a National Democratic viewpoint. Unlike some other National Democratic organizations (such as the CPP-NPA), Lean steadfastly promoted peaceful resistance, and led many protests and marches after the death of Ninoy Aquino in 1983 (Election #38). Lean cofounded BAYAN (Event #21) with former Senator Lorenzo M. Tañada (Event #10). During the snap election (Election #40), Lean was critical of engagement with the government and called for a boycott, however he also led protests during the People Power Revolution itself. After the fall of the Marcos regime, Lean unsuccessfully ran for office, and became a vocal critic of the military influence in the Aquino administration. He was assassinated in September 1987; his murder remains unsolved.

53. REAGAN OFFERS SANCTUARY

ACT OF DESPERATION



If Aid 10 or more, Patronage +2.

Tips. None.

Background. During the Cold War, the United States had a strategic interest in maintaining their military bases in the Philippines (Clark Air Base and Subic Bay Naval Complex). In the fight against communism, US foreign policy focused on the common enemies of the Marcos regime, including the NPA. The Reagan

administration's hard line against global communism served the Marcos regime well, and they sought to curry favor with Reagan wherever possible (Event #31). The close relationship between Marcos and the US faded as the People Power Revolution unfolded, and the Reagan administration feared that Marcos would resort to violence, as advocated by General Ver (Personality #43). As a bargaining tactic, President Reagan assured Marcos that he would be offered sanctuary in the United States until he was able to return to the Philippines. Ferdinand Marcos and his family fled to the United States but he never returned; he died in Hawaii in 1989. Imelda Marcos and her children returned to the Philippines in 1991.

54. MARCOS INAUGURATED

ACT OF DESPERATION

If Total Support is greater than Total Opposition, remove a Reformer and NPA Base.

Tips. "Total Support" is the combined total Population of all spaces with Support markers. Both a Reformer Base and an NPA Base must be removed if possible.

Background. Despite over a million people gathering in Epifanio de los Santos Avenue to demonstrate against him, Ferdinand Marcos continued to claim victory in the 1986 election. In a last-ditch effort to establish the legitimacy of his election win, Marcos was inaugurated as President by Supreme Court Chief Justice Ramon Aquino at Malacañang Palace on February 25, 1986. Corazon Aquino held her inauguration at the same time, with Ramos (Personality #44) and Enrile (Personality #41) attending. Marcos' inauguration did little to change the opinion of the crowds, and his family was already making preparations to flee to the United States (Act of Desperation #53).

55. COMELEC HIDES ELECTION TAMPERING

ACT OF DESPERATION

Set 1 space at Opposition with a Government Base and Control to Support.

Tips. The selected space must have an Opposition marker, Government Control, and a Government Base, and is then set directly to Support, reducing the Total Opposition.

Background. While NAMFREL (National Citizens' Movement for Free Elections) declared Corazon Aquino as the winner of the 1986 snap election, the Government agency in charge of

counting the vote – COMELEC (Commission on Elections) – showed Marcos as the winner. On February 9, 1986, a group of computer technicians working for COMELEC walked out of the quick count center in Manila, claiming that they had observed officials manipulating vote totals in Marcos' favor. These claims bolstered the opposition's belief that Marcos had committed election fraud. The United States Senate responded to the technicians' claims by passing a resolution condemning the election, and the Catholic Bishops' Conference likewise condemned the fraud. On February 15, COMELEC officially declared Marcos the winner of the election.

56. ENRILE AND RAMOS DEFECT

ACT OF DESPERATION

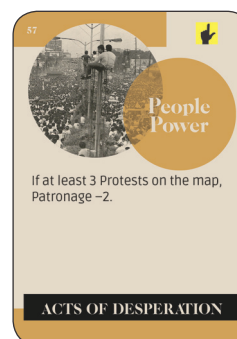
Replace a Government Base with a Reformer Base in an Opposition space.

Tips. The selected space must have both Opposition and a Government Base. Adjust Control after the Base has been replaced and lower the Government score if any Government Control has been lost.

Background. In the early morning of February 22, 1986, Juan Ponce Enrile (Personality #41) met with Colonel Gregario Honasan (Personality #48) and other leaders of the Reform the Armed Forces Movement (RAM) to finalize the details of their coup against Marcos and his administration. The coup was planned for early in the morning of February 23. Unfortunately for Enrile, the coup was known to General Ver and Marcos' security forces, and the coup was abandoned. With his role in the Marcos government untenable, Enrile took up a defensive position at Camp Aguinaldo in Metro Manila, adjacent to Epifanio de los Santos Avenue (EDSA) where crowds were forming to protest Marcos' claimed victory in the snap election. Enrile spent the afternoon and evening of February 22 attempting to gain the protection of Cardinal Sin (Personality #46) and General Ramos (Personality #44). By evening, Ramos had agreed to join Enrile at Camp Aguinaldo, and the two men held a press conference denouncing Marcos and placing their support with Cory Aquino (Personality #45). Shortly after this press conference, Cardinal Sin went on the radio to encourage people to bring Enrile and Ramos' forces food and to protect them from the military. Eventually the crowd in EDSA swelled to nearly 2 million people, leading to the end of the Marcos regime.

57. PEOPLE POWER

ACT OF DESPERATION



If at least 3 Protests on the map, Patronage -2.

Tips. None.

Background. After the snap election on February 7, 1986, both Corazon Aquino (Personality #45) and Ferdinand Marcos claimed they had won the presidency. Amid widespread allegations that Marcos had rigged the

election, a series of events led to one of the largest sustained campaigns of non-violent resistance in history. After Marcos' February 15 declaration that he was the winner of the election, Cory Aquino held a protest at Luneta Park in Manila, which was attended by around 2 million people. Opposition leaders continued to hold protests across the Philippines, and events climaxed on February 22-25, as a failed military coup triggered a chain of events leading to spontaneous protests in Epifanio de los Santos Avenue by nearly 2 million people, widespread military defections, and resignations of government officials. In the end, the Marcos family, along with Eduardo Cojuangco and General Fabian Ver (Personality #43), fled to Hawaii where they were offered sanctuary by the United States (Act of Desperation #53). Upon hearing that Marcos had fled on February 25, the crowds burst into song and chanted "Cory! Cory!" while others stormed Malacañang Palace (finding Imelda Marcos' infamous shoe collection).

58. ELECTION BOYCOTT IGNORED

ACT OF DESPERATION

If more Opposition than NPA Bases on the map, set 1 Resistance space to Neutral (not Manila).

Tips. Compare the total Population of spaces with Opposition markers to the number of NPA Bases on the map.

Background. While opposition political parties were legalized towards the end of martial law, many parties declined to participate in elections due to accusations of fraud and a fear of legitimizing the Marcos regime. During the 1981 Presidential election, these boycotts were widespread and coordinated, but in 1984 Marcos' weak health and a troubled economy led several opposition parties to participate in the elections. When Marcos declared the 1986 snap election, some political parties declined to participate, believing that there wasn't enough time to campaign effectively before the election. The most prominent boycotting organizations were the CPP, NDF, and Bayan (Act of Desperation #59). However, the UNIDO and PDP-Laban participated in the election as a coalition party, and political participation was widely encouraged, overcoming most boycott efforts.

59. CPP-NPA BOYCOTT ELECTION

ACT OF DESPERATION



If more Resistance than Reformer Bases on the map, set 1 Opposition space to Neutral (not Manila).

Tips. Compare the total Population of spaces with Resistance markers to the number of Reformer Bases on the map.

Background. While other opposition parties ran against Marcos in 1986 (Act of Desperation #58), the Communist Party of the Philippines (CPP) did not participate in the election and instructed its members to boycott. While some CPP members did boycott the election, the party

has since conceded that the boycott was a tactical error; not only did the CPP have no voice in the outcome of the election but they ceded the opposition leadership to more centrist parties without a fight. By the time the People Power Revolution was finished, the CPP had become politically irrelevant along with the other far left parties that boycotted. This Act of Desperation reflects the possibility of a successful boycott instead weakening the position of the centrist parties, which could have strengthened the CPP-NPA, or handed victory to Marcos.

60. NATIONAL STRIKE

ACT OF DESPERATION

If at least 1 Strike on the map, Patronage -2.

Tips. None.

Background. At the peak of its influence, the NPA was able to mobilize strikes in several areas of the Philippines, but organizing a national strike remained out of their reach. The lack of a true united front for the left prevented a national strike from being an effective option in 1986, and the ensuing revolution was one of individual political action rather than class struggle. This Act of Desperation presents a national strike as a viable counterfactual option, which could have significantly impacted the economic security of Marcos and his cronies.

61. VIOLENCE DISRUPTS ELECTION

ACT OF DESPERATION



Remove a Reformer Base from a space with Terror, then if at least 3 Terror on the map, Patronage -1.

Tips. A Reformer Base must be removed from a space with a Terror marker if possible.

Background. Elections during the Marcos era were often marred by violence at and around the polling places. The 1986 snap election saw an increasing amount of violence leading up to the election, and some significant violence after the election as votes were counted. About 100 election-related deaths were officially recorded, although the toll could be much higher. One of the most notable victims of election-related violence was Evelio Javier (Event #16), who was murdered days after the election. Most of these deaths are attributable to local political coercion, primarily on the part of Marcos' political party, the KBL. Although never proposed by NPA leadership, this Act of Desperation presents a coordinated wave of terrorism during the snap election as a counterfactual possibility for the NPA player, potentially allowing them to target both the Reformers and the Government simultaneously.

Pronunciation Guide for *People Power*

Over 140 languages are spoken in the Philippines, but the two most common languages spoken are Filipino and Tagalog. The Filipino language is a standardized version of Tagalog, and the two are commonly conflated outside of the Philippines.

In Filipino, words are pronounced the way you see them, used with the short vowel sounds (aeiou) and hardly any long ones. There are, however, two exceptions.

First, regarding mostly proper names and places: the Spanish influence is evident with the Ñ letter (pronounced “ni” or “ny”) like “señor”. The second exception is the use of the “ng” in some words and names which can be tricky, as it can be the last character in a syllable (like “ng” in “passing” but can also appear in the middle and even front (like “ng” in “singer”).

Accented syllable indicated with ‘

Map Place Names

Cebu: see-booh’
Davao: duh-vaow’
Luzon: lew-zhon’
Manila: mah-nih’-lah
Mindanao: mihn-dah-naow’
Visayas: vee-sai’-yuhs
Zamboanga: zam-bwang’-ga

Event Names

Agaw Armas: ah-gahw’ ahr-mahs’
Agrava: uh-grah’-vah
Ang Bayan: ahng bai’-yahn
Barangay: bah-rahng-gai’
Bataan: bah-tah’-uhn
Bayan: bai’-yahn
Climaco: khli-mah’-koh
Cojuangco: koh-hwang’-koh
COMELEC: koh’-meh-lek
Escalante: ehs-ska’-lahn-teh
Evelio Javier: eh-veh’-leeyoh hah-veeyer
Jaime Sin: hai’-mee sin
Juan Ponce Enrile: wahn pohn’-seh n-ree’-leh
Kampanyang Ahos: kahm-pahn’-niang ah’-hawhs
Lahad Datu: lah-hahd’ dah’-too
Makati: mah-kah’-teeh
Manotoc: ma-noh’-tohk
Moro: moh’-rohw
Ninoy: nee-nohy’
Pata: pah-tah’
Roces: roh’-sehs
San Miguel: sahn mee’-gehl
Tañada: tah-niah’-dah
Tarlac: tahr-lahk’
Ver: Veh’-r
Veritas: veh’-ree-tas

Filipino Idioms for Operations and Special Activities

Here are some idiomatic Filipino terms for the Operations and Special Activities used in *People Power*. Translations in parentheses are a more accurate translation of the Filipino word, while those without parentheses are already accurate translations of the Operation or Special Activity.

Reformers

Recruit = Sumama (Join)
Appeal = Makatulong (Help)
Assemble = Magtipon (Gather)
Convert = Mapaniwala (Convince)
Persuade = Pagusapan (Deliberate)
Canvass = Humingi ng boto
Protest = Makibaka (Struggle)

Government

Train = Ipagbilin (Instruct)
Enrich = Payaman
Sweep = Tumangay
Reprisal = Makaganti (Avenge)
Roundup = Dakpin (Apprehend)
Charm = Akitin
Assault = Lusob

NPA

Rally = Sumali (Take Part)
Extort = Mangikil
March = Ilipat (Move)
Strike = Welga
Attack = Pagsalakay
Ambush = Panambang
Terror = Sindak



Designer Notes

This is the end of a decade-long journey, and like the People Power Revolution itself, it has been a bittersweet process. Inspired by the initial releases of the COIN series, my journey began at the 2012 Consimworld Expo after playing numerous *Cuba Libre* games, one game of *Andean Abyss* and a playtest version of *A Distant Plain*. An idea just stuck in my head that I could use the system to depict the rise and fall of the Ferdinand Marcos presidency, from winning his initial election in 1965 (a year before I was born) to his exile in 1986 (a year after my family had immigrated to the United States). I had proposed the idea to Volko (who already had an idea in the same locale), and he allowed me to light the fuse to put it mildly. The rest, as they say, is history.

As a rookie designer, my first instinct was to throw in everything including the kitchen sink. I also thought I'd give it a catchy title, and the former First Lady's moniker came to mind: *The Iron Butterfly* (and yes, I've had several jibes about that band a lot, Ina Gadda da Vida be gone!). I thought I had good ideas; though most of them were complicated at best, unnecessary at worst. Concepts such as a Jail Box, Protests (called "demonstrations" in Philippine vernacular), US Foreign Policy track, etc. and even an NPA-Moro conflict that never occurred. I was trying my best to make these mechanics work, but I was more concerned in making them work than with the data that did not have any historical basis, so there were times I felt that the project would have to either be radically altered or abandoned entirely.

Flash forward to 2022, not only has the kitchen sink been removed but the backdrop has shrunk from over twenty years to the first half of the 80s. Also transformed is the 4-player (*Andean Abyss* clone—my words) dynamic, which shrunk slightly to three players. This fit the narrative very well, and reduced the Insurgents from two factions (NPA and Moro) to one (the NPA). Finally, as the scope had become limited to the years that centered on the fall of the Marcos government, the title also had to change to fit the narrative, and I know there are still nay-sayers, but "People Power" really does express that time. All these revisions serve you, the gamer, experiencing a more

vibrant game immersed in simple concepts. The COIN system is used to display the political and military situation, which is where it excels. Even my goals had changed, from wanting a game as complicated as *Fire in the Lake* or *Pendragon* and capturing slices of my memory, to hoping to create an intro game to COIN and dreaming that this would surpass *Cuba Libre* in ease of play and learning the basic COIN mechanisms.

Personally, I wanted this game to serve as a gift to the gaming community that has given me so much more joy in my life than it had before. I joined the hobby later than the average wargamer, on the heels of the Gulf War after watching Desert Storm like everyone else on TV. I was already a gamer and in addition to comic books, I had played games on the PC, consoles, and played board games like chess, *Monopoly* (blech) and even dabbled with RPGs. Wargaming has dominated my leisure time since the early 90s, mostly World War 2 and the American Civil War, although I'll admit that the Cold War is my favorite historical (and hypothetical) period. I'm glad that *People Power* fits that timeframe. Considering current events, the Cold War does seem a little less frightening compared to today's headlines. As I write this, world events seem to be focused on Russia. China and pandemics and even terrorism has been pushed aside for now. Amidst all this, only some attention has been given to the Philippines which just had a presidential election. The result being a victory by Ferdinand Marcos, Jr., the son of the exiled President Marcos. A hidden purpose I had when I designed *Iron Butterfly/People Power* is that I wanted to show a situation that was unraveling due to civil strife like Cuba, and most regime changes during the Cold War. What happened in the Philippines in 1986 went against the odds and was resolved peacefully, which I describe as almost a miracle. I had extended family members and old friends who still resided there and many prayers (as much as the Cubs winning the World Series kind) were expressed. All I will say now, and this too has been uttered a lot: We do live in interesting times!

Again, I like to thank my GMT Team and those COIN game designers who allowed me to playtest their games (Vol I all the way to X, with one exception) which allowed me to glean ideas as well as feedback to make *People Power* not only a better game but an excellent game as an introduction to the series. And that series is still going strong as I look forward to playing in diverse settings like China, Mars, the former Commonwealth, Japan and more! In a recent GMT Weekend, I made it clear that we are not just a community or hobby, but a family and I do love this offshoot called COIN and everyone involved.

This game is dedicated to the alpha play testers of the original design, *Iron Butterfly*. Though they took the time to play an untested version of a game that won't be published, and their names won't see print, their assistance and input gave me opportunities to help me struggle with some birthing challenges. They have my unending gratitude. Also, to my wife Dianne who endured every discussion about it.

Ken Tee
California, USA
September 2022



Timeline of the People Power Revolution

August 21, 1983: Benigno “Ninoy” Aquino, Jr. is assassinated upon his return to the Philippines.

August 31, 1983: Ninoy Aquino’s funeral procession through Manila is attended by over 2 million people.

September 21, 1983: Opposition parties hold a “National Day of Sorrow” to protest the Marcos administration, scheduled to coincide with the National Thanksgiving Day commemorating martial law.

October 22, 1983: Marcos creates the Agrava fact-finding board to investigate Ninoy Aquino’s assassination.

January 27, 1984: The Tarlac to Tarmac march, from Ninoy Aquino’s hometown of Concepcion to the Manila Airport, is blocked along its route in several places by police.

February 5, 1984: The Tarlac to Tarmac march is completed and met by around 500,000 protesters in Manila.

May 14, 1984: The 1984 Parliamentary elections are held. Opposition parties gain seats but Marcos’ ruling KBL party retains control of Parliament.

September 21, 1984: Large protests are held on the anniversary of martial law as opposition leaders declare another “National Day of Sorrow.”

September 27, 1984: A protest at the Welcome Rotonda is dispersed violently as police use tear gas on the crowd. Among those gassed are 80-year-old former Senator Lorenzo Tañada and 71-year-old Manila Times founder Chino Roces.

October 22, 1984: The Agrava fact-finding board finds that General Fabian Ver and other military officers conspired to

kill Ninoy Aquino, and refers the case to the Sandiganbayan, a special appeals court, to hear the case.

November 14, 1984: Cesar Climaco, the mayor of Zamboanga, is assassinated.

February 22, 1985: Military officers, including General Fabian Ver, and one civilian identified by the Agrava fact-finding board stand trial before the Sandiganbayan for conspiracy to murder Ninoy Aquino. General Ver takes a leave of absence from his position as Chief of Staff of the Armed Forces of the Philippines.

September 20, 1985: 20 people are killed in the “Escalante Massacre,” when paramilitary forces fire into a crowd protesting in the province of Negros Occidental.

September 23, 1985: Moro pirates rob a bank and Malaysian Airlines office in Lahad Datu, Malaysia, nearly causing an international incident.

November 3, 1985: Marcos announces live on American television that he intends to hold a Snap Election in 1986.

December 2, 1985: General Fabian Ver and the other military officers accused of conspiring to murder Ninoy Aquino are acquitted by the Sandiganbayan. Marcos reinstates Ver as Chief of Staff.

December 5, 1985: Corazon Aquino announces her candidacy for President with Salvador Laurel of the UNIDO party as her running mate.

February 7, 1986: The 1986 Snap Election is held. Both Corazon Aquino and Ferdinand Marcos claim to win the popular vote. Voter fraud on the part of the KBL is documented by the foreign press, and election watchdogs receive numerous reports of vote buying by the Marcos campaign.

February 9, 1986: 35 computer technicians working for the Commission for Elections (COMELEC) walk out of the election quick count center, claiming that they observed officials manipulating the vote totals in Marcos' favor.

February 11, 1986: Opposition leader Evelio Javier, the former governor of Antique, is brutally murdered in public.

February 13, 1986: Ricardo Cardinal Vidal, Archbishop of Cebu, issues a condemnation of Marcos' election fraud on behalf of the Catholic Bishops' Conference of the Philippines.

February 15, 1986: COMELEC and the Batasang Pambansa declare Ferdinand Marcos as the winner of the 1986 Snap Election.

February 16, 1986: Cory Aquino holds a protest at Luneta Park, in Metro Manila, protesting Marcos' declaration that he won the election. This begins her "Tagumpay ng Bayan" (Triumph of the People) campaign, encouraging a boycott of Marcos crony-run businesses and daily protests across the country. Aquino and Laurel continued making appearances around the Philippines for the next week.

The People Power Revolution

February 22 - 25, 1986

All times are Manila time, and are approximate

February 22

3:00 PM - After General Ver and Marcos' Presidential Security Group arrest several members of a planned coup, Juan Ponce Enrile and Col. Gregorio Honasan fly by helicopter to Camp Aguinaldo in Metro Manila, and fortify the HQ of the Armed Forces of the Philippines, planning to make a stand there.

6:00 PM - General Fidel V. Ramos, Marcos' Vice Chief-of-Staff, arrives at Camp Aguinaldo after deciding to join Enrile. Around 300 soldiers loyal to Enrile and Ramos now hold Camp Aguinaldo and Camp Crame, which are situated on opposite sides of Epifanio de los Santos Avenue (EDSA).

6:30 PM - Marcos is informed that Enrile and Ramos plan to defect.

6:45 PM - Enrile and Ramos hold a press conference, announcing their resignations and support of Cory Aquino, and denouncing Marcos for electoral fraud and self-interested rule.

7:00 PM - Cory Aquino, who is in Cebu City for a rally, is notified of Enrile and Ramos' defection, and goes into hiding in a nearby convent, fearing that the defection is a ploy by Marcos to lure her into being captured or assassinated.

9:00 PM - Jaime Cardinal Sin goes on Radio Veritas and implores the crowds to go to Camp Aguinaldo to act as a human shield and bring food and supplies to the soldiers there.

9:00 PM - Enrile and General Fabian Ver agree that no attack against the rebels will occur that night.

10:30 PM - Marcos speaks on government-owned TV claiming that the rebels plotted an assassination of him and his wife. The alleged assassin reads a confession on-air.

11:15 PM - General Ver orders the phone and power lines to Camps Aguinaldo and Crame cut, but his orders are ignored.

February 23

12:00 AM - Several thousand people have assembled around Camps Aguinaldo and Crame.

1:45 AM - Supreme Court Justice Nestor Alampay resigns.

3:00 AM - While Gen. Ver readies his men at Fort Bonifacio for an assault against the rebels, Cardinal Sin speaks on Radio Veritas, asking Ver and Marcos to avoid bloodshed.

5:30 AM - Cory Aquino decides to return to Manila, while rebels in Camp Aguinaldo celebrate Mass. People continue to gather in EDSA.

5:30 AM - Troops loyal to Marcos assault the Radio Veritas transmitter in Bulacan Province, which broadcasts to the Metro Manila area. They destroy the transmitter with axes, and cut power and phone lines to the facility. Broadcasts continue from the backup, weaker, transmitter in Quezon City until it malfunctions.

10:00 AM - The Philippine Armed Forces are deployed from Fort Bonifacio in opposition to the rebels. They are unable to reach Camp Aguinaldo due to human barricades manned by nuns and clergy, and backed with massive crowds of protesters.

11:00 AM - Before departing Cebu City for Manila, Cory Aquino holds a press conference asking the crowds to back Enrile and Ramos, and calling for Marcos to step down.

12:00 PM - Estimates place the crowd in EDSA at 300,000-400,000 people.

2:20 PM - Cory Aquino arrives in Manila with a foreign press crew and travels to her sister's house in Wack-Wack. The press convoy, including Aquino, passes a tank column advancing on the rebels at EDSA, but the press crew distracts the soldiers and they fail to notice Aquino.

2:30 PM - Enrile and Ramos decide to consolidate their forces in Camp Crame, and cross EDSA. The assembled crowds link arms and create human shields for them to cross safely.

6:30 PM - The Radio Veritas backup transmitter fails and Radio Veritas signs-off.

7:00 PM - The White House issues a statement that "...the recent presidential elections were marred by fraud, perpetrated overwhelmingly by the ruling party, so extreme as to undermine the credibility and legitimacy of the election and impair the capacity of the Government of the Philippines to cope with a growing insurgency and a troubled economy."

9:00 PM - Ramos addresses the crowd, declaring a "revolution of the people."

February 24

12:00 AM - Radio Veritas comes back on-air, broadcasting from DZRJ station headquarters as “Radyo Bandido.” Marcos’ forces are unable to locate DZRJ to take it off-air, despite it being located near to Malacañang Palace.

1:00 AM - Word is passed to the rebels that Marcos loyalists are planning an attack. Church bells ring to warn the crowds, who set up barricades of sandbags, rocks, and flaming tires. Nuns and priests once again are at the front of the crowds blocking the armored column.

4:00 AM - President Reagan offers Marcos asylum in the United States, but stops short of requesting that he resign. The US State Department, however, does pressure Marcos to resign. He refuses.

5:00 AM - Marcos vows on the radio to “wipe out” the rebels, and Ver gives the go-ahead to assault Camp Crame and the crowds. Rebel troops expecting an assault ask priests for absolution and recite the rosary.

5:15 AM - Military forces begin to teargas the crowd blocking the road to Camp Crame.

6:00 AM - Col. Antonio Sotelo, commander of the 15th Strike Wing, lands his five helicopters at Camp Crame, defecting to the rebels in defiance of orders to attack the camp. This begins a series of defections, greatly weakening the loyalist position.

6:30 AM - Radyo Bandido broadcasts a report that Marcos has fled the country.

7:30 AM - Philippine Air Force planes ordered to bomb Camp Crame refuse the order and return to Clark Air Base.

9:15 AM - Marcos appears on TV to quell rumors he has fled. He declares a nationwide state of emergency. General Ver requests permission from Marcos to bomb Camp Crame on live TV. Marcos refuses to give the order publicly, urging Ver to use small arms instead. Channel 4 TV is taken off-air by rebel soldiers, interrupting the broadcast.

10:50 AM - Rebel helicopters (which defected that morning) strafe Malacañang Palace, causing minor damage.

12:30 PM - After repeatedly disobeying orders to open fire on the rebels, Marine forces led by Col. Braulio Balbas withdraw from near Camp Crame.

1:30 PM - Enrile announces the formation of a provisional government under the leadership of Cory Aquino. She visits the crowds and sings “Ave Maria” along with them.

7:30 PM - The US Government officially requests that Marcos resign, and endorses the provisional Aquino government.

8:10 PM - Marcos appears on TV, denying the US request for his resignation and declaring a curfew from 6PM to 6AM. The curfew is ignored.

February 25

12:00 AM - Some of the Marcos’ belongings are moved outside the Palace and prepared for transport to Clark Air Base.

3:30 AM - Planned attacks against Camp Crame are canceled.

5:15 AM - Marcos gives the go-ahead for his family to leave the Philippines.

10:00 AM - Cory Aquino arrives at Club Filipino for her inauguration, in front of large crowds of people. She is inaugurated at 10:46 AM and appoints Enrile as Defense Secretary and Ramos as Chief of Staff of the AFP. The ceremony ends with the crowd singing “Bayan Ko” (My Country), a patriotic love song which had become the anthem of the revolution.

11:45 AM - Despite having already decided to flee, Marcos is inaugurated at Malacañang Palace in front of a small crowd of loyalists. Imelda concludes the inauguration by singing “Dahil sa Iyo” (Because of You), her signature song, to the crowd. The broadcast of Marcos’ inauguration is interrupted as rebel troops capture the transmitters for several TV stations.

5:00 PM - Marcos aides pack the family’s belongings, including a reported \$717 million in cash, \$200,000 in gold, and over \$10 million in jewelry. These are taken to Clark Air Force Base for loading onto the military flight that will carry the Marcoses to Hawaii via Guam.

8:45 PM - The Marcos family leaves for Clark Air Force Base, where they are joined by other close friends. A total of 55 people are on the flight to Guam, including Fabian Ver and Eduardo Cojuangco and their families.

9:05 PM - The departure of the Marcos family from Malacañang is announced on radio and television to the adulation of those assembled in EDSA. Some begin to make their way to Malacañang, where they will ultimately force open the gates and storm the compound.

9:20 PM - President Aquino makes her first live address on television.

10:00 PM - The flight carrying the Marcos family departs Clark Air Force Base and the People Power Revolution is over.

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Game Development: Eric Harvey and Jason Carr

COIN Series Developer: Jason Carr

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"Jacquard" Solitaire System Designer: Bruce Mansfield

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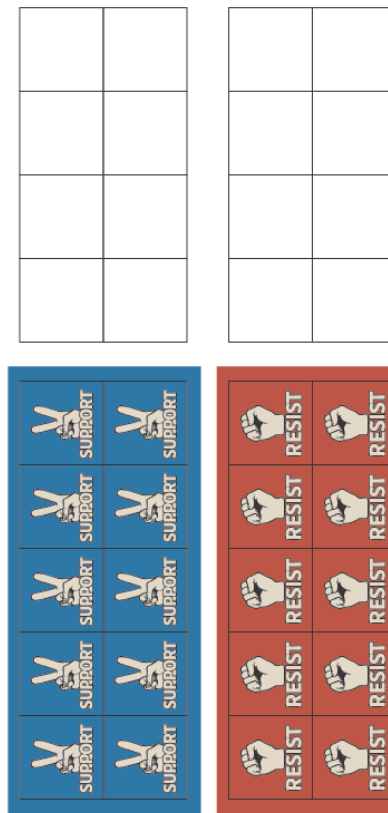
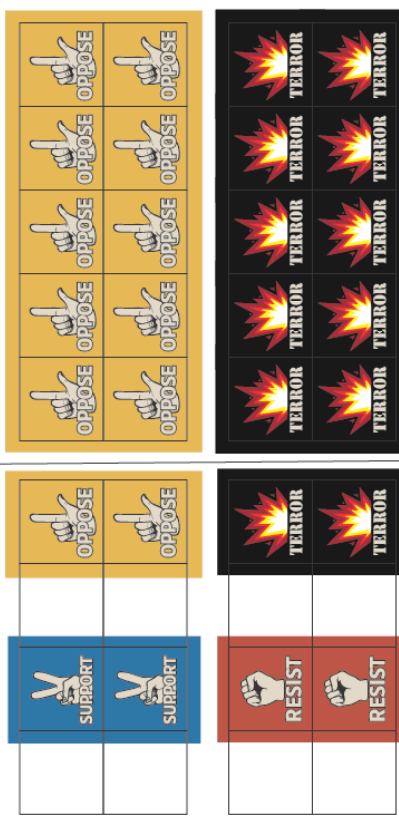
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FRONT



Counter art by Domhnall Hegarty

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People Power

BACK

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Quick Start Guide for Returning COIN Players

If you have experience with the COIN system and can't wait to jump into the game, set up the map and deck for the Main Scenario according to the instructions on page 16 of the rulebook.

We do not recommend using the Acts of Desperation or Personalities optional rules until you have played the game at least once.

Below are some key differences between People Power and previous COIN Volumes:

- Reformer Activists are only (and always) Active in Protest spaces, and are always Inactive when not in Protest spaces. There can never be Active and Inactive Activists in the same space. (1.5.3)
- Spaces can be shifted from Neutral to one of three alignments: Support, Opposition, or Resistance. Each alignment only has one level (there is no "Active" or "Passive"). When shifting a space's alignment, it is shifted to Neutral before the space may be shifted to another alignment (1.6).
- Reformer Activists only count when determining Control if they are Active (in other words, when they are in a Protest space). All other pieces are always counted when determining Control. (1.7)
- 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).
- Only the currently played card is visible; do not reveal the next card in the deck (2.2, 2.3.7).
- On each played Event card, all Eligible Factions may act (2.3.3).
- If any Faction selects a Limited Operation, they do not become Ineligible at the end of that Event card (2.3.6).
- The current Election card grants a Momentum effect which lasts the entire Campaign. An Election card is placed in the Election Card box on the map during setup and after each Election Round (2.4.1).
- Government Sweep may move pieces to any space on the map, but moving pieces may not exit spaces with a Protest or Strike marker (3.2.2).
- Reformers and NPA have non-violent actions which function differently than insurgent actions in other COIN games (3.3.3, 3.3.4, 4.3.2, 4.4.2).
- Unlike Govern in *Fire in the Lake*, the Government may Enrich to increase Patronage in the same space selected for Civic Action when accompanying the Train Operation (4.2.1).
- People Power has two optional modules: Acts of Desperation and Personalities (5.3, 5.4).



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