Women's Emergency Brigade

Action	Effect	Fatigue
Occupy:	Place a Worker on a Station (gray space)	■■■
Picket:	Place a Worker on a Corner (white space)	■
Move:	Move any number of your Workers 1 Space.	■■
Resist:	Remove one 😈/💵/✊ adjacent to one of your Workers.	None
Rest:	Return all your Fatigue to the supply.	■

Socialists

Action	Effect	Fatigue
Occupy:	Place a Worker on a Station (gray space)	None
Picket:	Place a Worker on a Corner (white space)	■■■
Move:	Move any number of your Workers 1 Space.	■■
Resist:	Remove one 😈/💵/✊ adjacent to one of your Workers.	■
Rest:	Return all your Fatigue to the supply.	■

Congress of Industrial Organizations

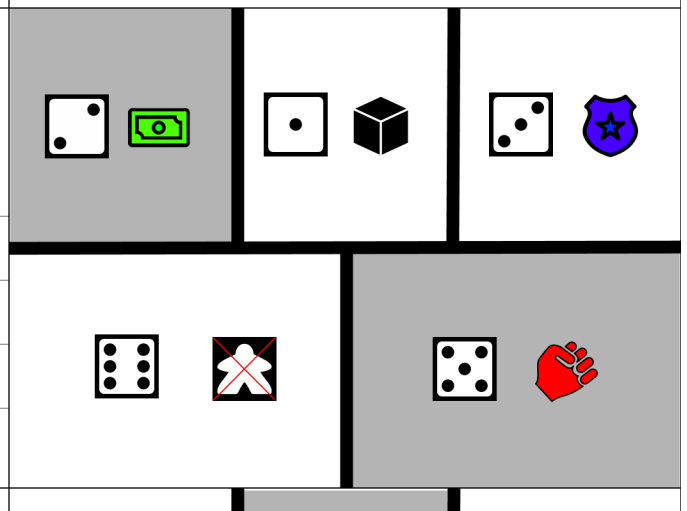
Action	Effect	Fatigue
Occupy:	Place a Worker on a Station (gray space)	■■■
Picket:	Place a Worker on a Corner (white space)	None
Move:	Move any number of your Workers 1 Space.	■
Resist:	Remove one 😈/💵/✊ adjacent to one of your Workers.	■■
Rest:	Return all your Fatigue to the supply.	■

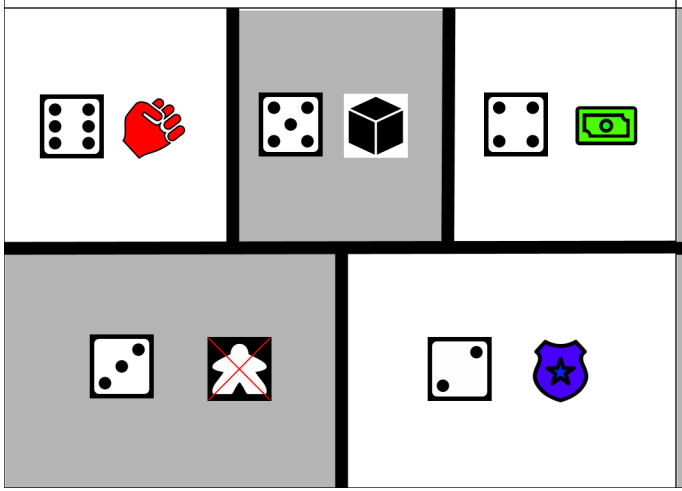
Rank-and-File

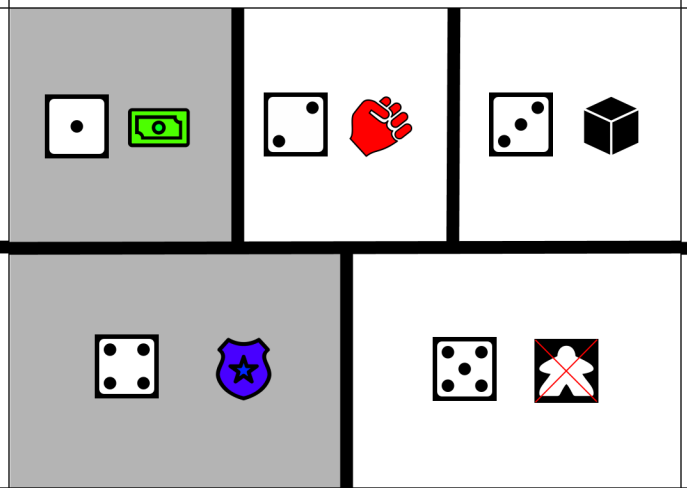
Action	Effect	Fatigue
Occupy:	Place a Worker on a Station (gray space)	■
Picket:	Place a Worker on a Corner (white space)	■■
Move:	Move any number of your Workers 1 Space.	None
Resist:	Remove one 😈/💵/✊ adjacent to one of your Workers.	■■■
Rest:	Return all your Fatigue to the supply.	■

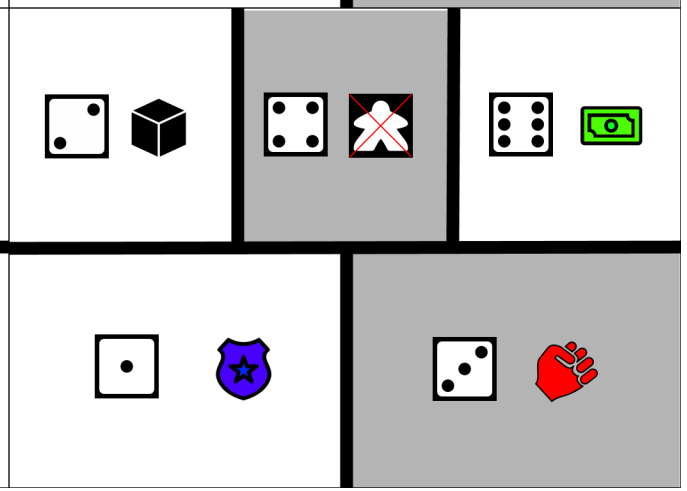
United War Veterans of Flint

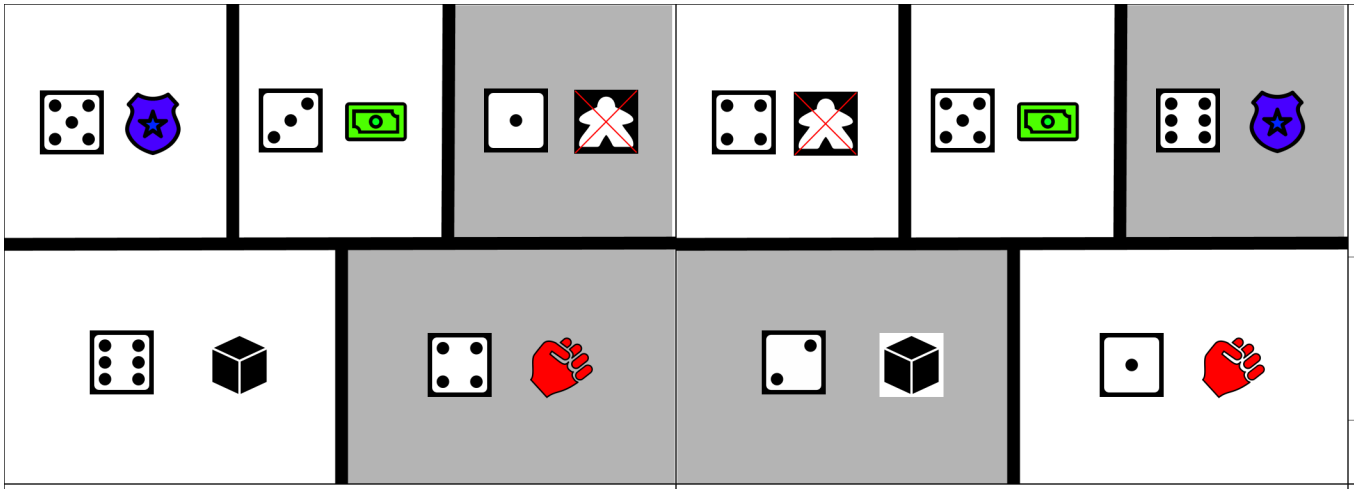
Action	Effect	Fatigue
Occupy:	Place a Worker on a Station (gray space)	■■
Picket:	Place a Worker on a Corner (white space)	None
Move:	Move any number of your Workers 1 Space.	■■■
Resist:	Remove one 😈/💵/✊ adjacent to one of your Workers.	■
Rest:	Return all your Fatigue to the supply.	■











Legal Injunction

All Actions taken in a Factory add +.

When you activate , the active player moves a Worker out of a Factory.

Objective 1: At least two Workers occupy spaces with .

Objective 2: No adjacent to Workers.

Shut Factory Down

When you activate , add to a Station.

Objective 1: Workers are in at least two Factories.

Objective 2: At least two Factories contain no /$/.

Chevy 4 Gambit

When you activate , remove a Worker adjacent to /$/

Objective 1: Remove two Workers from play in one turn.

Objective 2: Exactly one Factory contains /$/, and that Factory has no Workers.

Action: Move an adjacent /$/, +

Foreman Violence

When you activate , remove a Worker adjacent to .

Objective 1: Every player has at least one Worker on a Station.

Objective 2: No adjacent to Workers.

Utility Shutoff

When you activate , add $ to a Station.

Objective 1: Every Factory has at least one Worker.

Objective 2: No $ in Factories.

Accusations of Communism

When you activate , the active player removes their Workers adjacent to $.

Objective 1: At least three Workers are in the Street.

Objective 2: No $ in the Street.

Corporate Espionage

When you activate , add $ to a Station.

Objective 1: At least two Workers occupy spaces marked with .

Objective 2: No $ adjacent to Workers.

Battle of the Running Bulls

All police also count as fists.

When you activate factory, replace one fist with police.

Objective 1: At least 4 Stations have Workers.

Objective 2: No police in play.

National Guard Intervention

Players cannot use the Occupy action.

When you activate factory, the active player removes a Worker.

Objective 1: Two Workers are in the same space as police.

Objective 2: There are no police/money/fists in Factories.

Action: Add police to a Station, +cube

Internal Conflicts

When you activate factory, the active player gains cubes.

Objective 1: Each player has a Worker in a space with at least one other player's Worker.

Objective 2: No money in play

Action: Move, +cube

Police Blockade

When you activate factory, add police to a Corner.

Objective 1: Workers are in at least three Factories.

Objective 2: No police on the Street.

Back-To-Work Movement

Roll twice on each factory.

When you activate factory, replace police/fists with money.

Objective 1: A player starts their turn with at least 5 cubes.

Objective 2: No fists in play.

Action: One player -cubes, +cube