












VIOLENCE AGAINST STRIKEBREAKERS!

1.  x3
2.  x3  3





CORPORATE ESPIONAGE

1.  x4
2.  x2,  x2  3




OUTSIDE ASSISTANCE

1.  x4,  x2
2.  x0  3






MURPHY'S LAW

1.  x4
2.  x3,  x3  3








HELP FROM HAMADY

1.  x5
2.  x4  3






WOMEN'S AUXILIARY INTERFERES

1.  x3,  x2
2.  x3
3.  x2  4





SUPPORT FROM SOCIALISTS

1.  x3,  x2
2.  x3
3.     4

FISHER ONE SHUT DOWN!

1.  x6
2.     3

SLOAN'S AD

1.  x4
2.  x4
3.  x2  4

THE FLINT
FREE PRESS

THE FLINT
FREE PRESS

THE FLINT
FREE PRESS

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THE FLINT
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






DISSENT WITHIN THE RANKS

- 1.  x5
- 2.  x4
- 3.  x5  4





BRIBES

- 1.  x4
- 2.  x0  3





STRIKE SPREADS ACROSS TOWN

- 1.  x3,  x2
- 2.  x0
- 3.     4




FISTICUFFS IN THE STREETS

- 1.  x0
- 2.  x0
- 3.  x5  4




BATTLE OF THE RUNNING BULLS

- 1.  x3
- 2.  x3
- 3.  x0  4





PEACE IS RESTORED

- 1.  x4
- 2.  x0  3





“BACK TO WORK” RALLY

- 1.  x5
- 2.  x4  3

WOMEN’S EMERGENCY BRIGADE

- 1.  x4
- 2.  x0
- 3.  x4  4

BLACK’S INJUNCTION OVERTURNED

- 1.  x5
- 2.  x0
- 3.  x4  4

THE FLINT
FREE PRESS

THE FLINT
FREE PRESS

THE FLINT
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THE FLINT
FREE PRESS

NO BREAKS



NO OVERTIME



NO PHONE CALLS



MOTIVATOR

Player Phase: Take 1 Action. Then, you may lose 1 Morale to take a second Action.

- 1 Time: Occupy one Station.
- 2 Time: Inspire a player (+1 Morale, max 5).
- 2 Time: Sabotage any occupied Station.
- 3 Time: Sabotage any occupied Station twice.
- 3 Time: All players may Rest.
- 4 Time: Occupy 2 Stations.
- *0 Time: Take Overtime. Lose 2 Morale and take an Action. Do not spend Time to take it.

Corporate Phase: Roll the Influence Die.

- Each player with a Worker on a matching Station loses 1 Morale.
- Perform the action of each matching unoccupied Station.
- Rotate each matching unoccupied Station counterclockwise.



5

4

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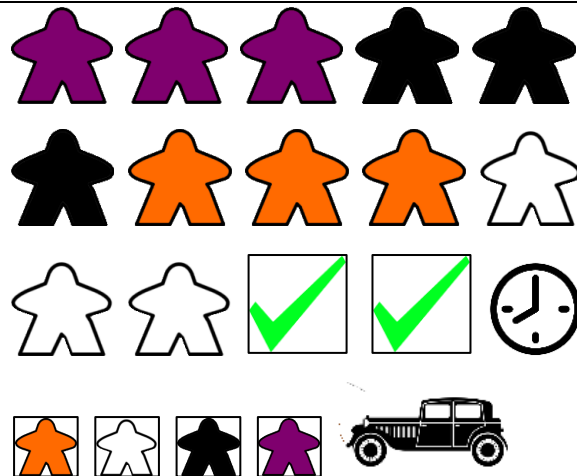
2

1

0

NO TALKING DURING SHIFT

(While both your workers are on Stations)



ORGANIZER

Player Phase: Take 1 Action. Then, you may lose 1 Morale to take a second Action.

- 1 Time: Occupy one Station.
- 2 Time: Move a Worker from one Station to another.
- 2 Time: Sabotage any occupied Station.
- 3 Time: Sabotage any occupied Station twice.
- 3 Time: All players may Rest.
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5

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Each turn, the active player may spend 3 Time to reroll the Influence Die. They must keep the second result.



Players may use the Overtime Action.



The next time a player Rests, it has no Time cost and does not spend an Action.



There are no restrictions on player communication.

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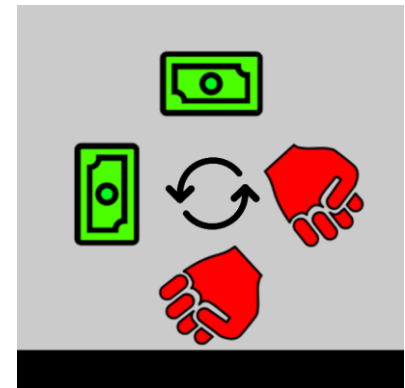
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SABOTEUR

Player Phase: Take 1 Action. Then, you may lose 1 Morale to take a second Action.

- 1 Time: Occupy one Station.
- 2 Time: Sabotage any occupied Station.
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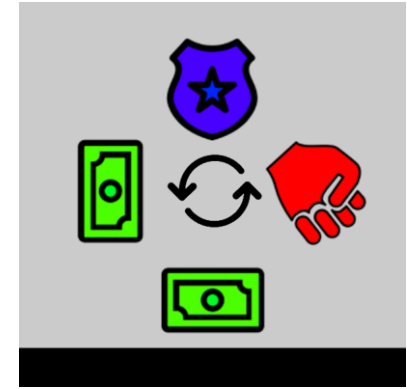
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- Rotate each matching unoccupied Station counterclockwise.



PUBLIC RELATIONS

Player Phase: Take 1 Action. Then, you may lose 1 Morale to take a second Action.

- 1 Time: Occupy one Station.
- 2 Time: Snoop at the top card of the Event deck, then replace it. You may shuffle the deck.
- 2 Time: Sabotage any occupied Station.
- 3 Time: Sabotage any occupied Station twice.
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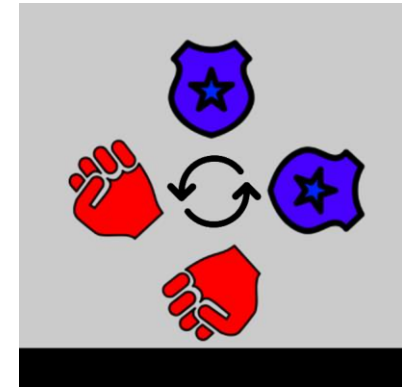
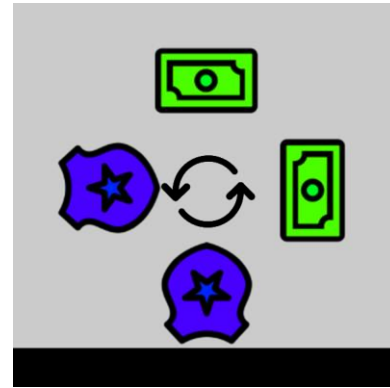
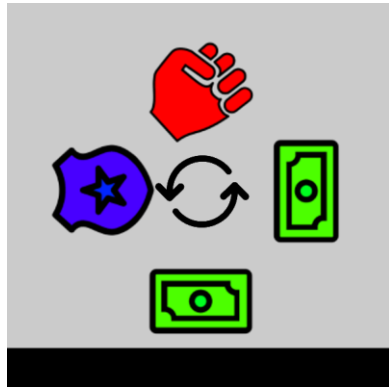
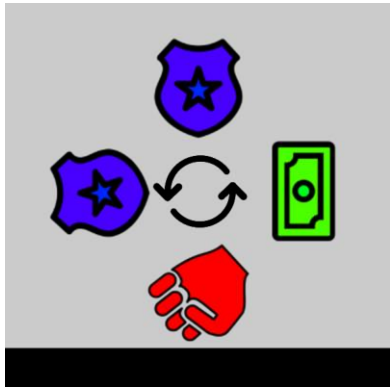
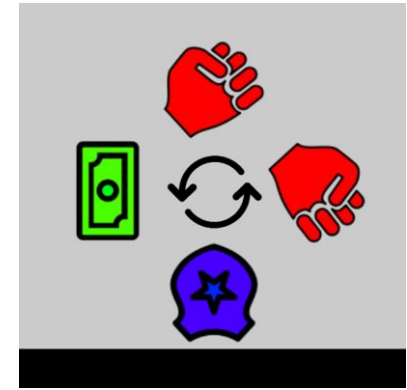
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5






















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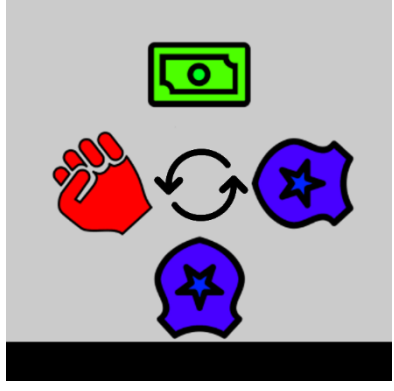
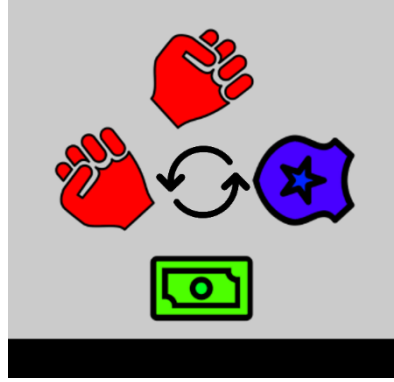
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11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
																				
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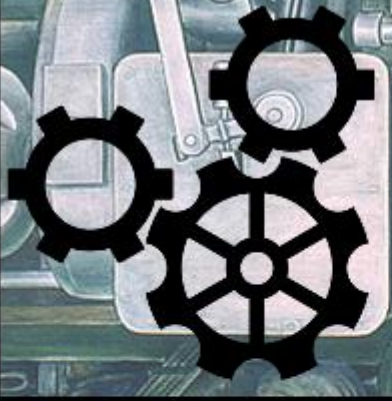
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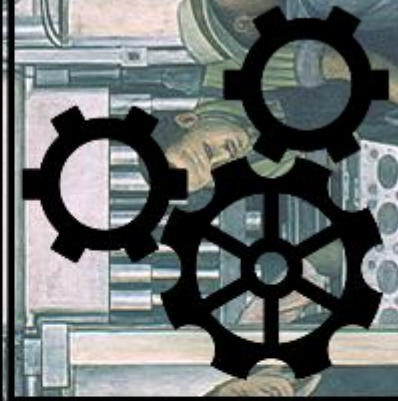
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