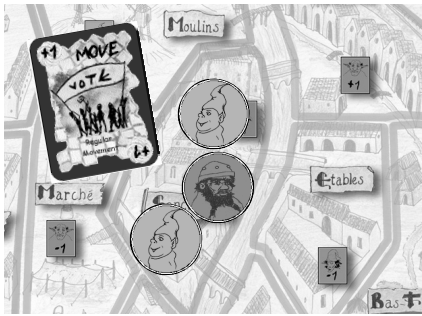
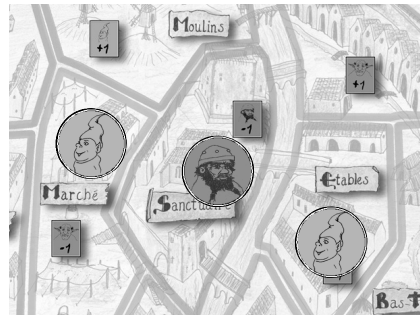


## Examples of moves



BEFORE



AFTER

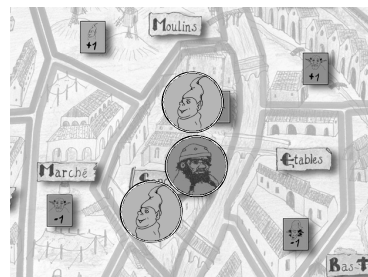
### The basic move

You can move 1 or several Militants of the same color from 1 district to an adjacent one.

In this example the Sprints Militants have been moved to 2 different districts, but they could have been moved together (or only one of them could have been moved and the second one left with the dwarf).

### The Arsons and the Floodings.

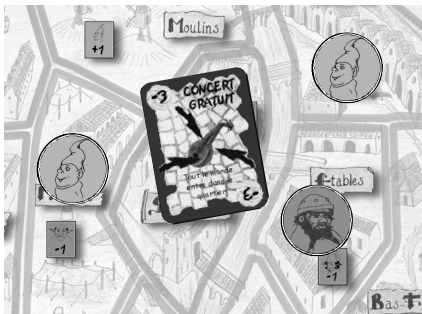
These 2 cards have the same effect, but Arson apply only in districts with an orange border and Flooding in districts with a blue one. You place the card in the district and you move all its Militants to any adjacent districts, together or scattered. The card remains active until it is discarded when your turn comes back.



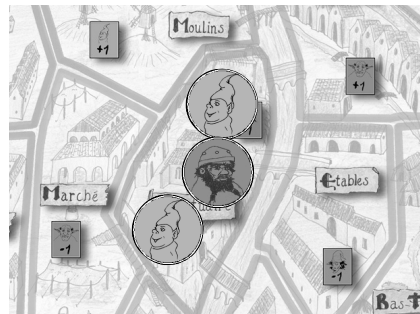
BEFORE



AFTER



BEFORE



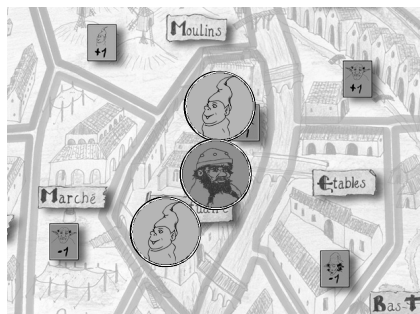
AFTER

### Free Concert

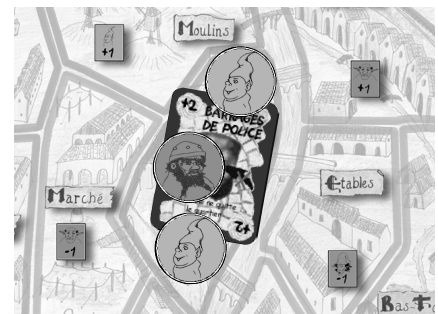
You pick a district and move there all the Militants from the adjacent districts. You may as well choose to move only some of them and leave the others in their district.

### Police Blockade

You place the card in a district and it remains blocked until the end of that Move Phase. No Militant can enter or leave the district and no other effect can be played there.



BEFORE



AFTER