

DESCRIPTION OF THE CARDS EFFECTS

<p>Basic Move</p> 	<p>It's the most simple Move. Your Henchmen lead a group of Militants to another district.</p>	<p>Effect during Moves phase : Play the card by putting it in the discard deck. You may move 1 Militant from a district to a adjacent one. If several Militants of the same color are in the district you can move all of them or just a part of them. You may move them towards the same district or in different directions.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>
<p>Floodings</p> 	<p>Your Henchmen manage to have to river overflow in the city. The sudden flooding makes people leave the district.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>
<p>Arson</p> 	<p>Your Henchmen start blazes in a district. The smoke scares the Militants and they leave the district.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>	<p>Effect during Moves phase : You can play this card on a district with a blue border, except if the card Police Blockade is already in effect there. You evacuate all the Militants of that district to the neighboring districts. You may move them altogether or scatter them. The card remains in effect until it is discarded at your next turn.</p>
<p>Free Concert</p> 	<p>One of your close friend is a local famous singer. She is willing to perform for free for you in a district. This huge event attracts Militants.</p>	<p>Effect during Moves phase : Select a district and discard the card. You can bring in the selected district all the Militants from the neighboring districts. You may also move only part of them and leave the other in their original district.</p>	<p>Effect during Moves phase : Select a district and discard the card. You can bring in the selected district all the Militants from the neighboring districts. You may also move only part of them and leave the other in their original district.</p>	<p>Effect during Moves phase : Select a district and discard the card. You can bring in the selected district all the Militants from the neighboring districts. You may also move only part of them and leave the other in their original district.</p>	<p>Effect during Moves phase : Select a district and discard the card. You can bring in the selected district all the Militants from the neighboring districts. You may also move only part of them and leave the other in their original district.</p>	<p>Effect during Moves phase : Select a district and discard the card. You can bring in the selected district all the Militants from the neighboring districts. You may also move only part of them and leave the other in their original district.</p>
<p>Police Blockade</p> 	<p>An other of your good friends is the Head of the local Militia. You ask him to have his troops to zealously secure a district.</p>	<p>Effect during Moves phase : Place the card in a district. It'll forbid all moves from or toward this district until the elections.</p>	<p>Effect during Moves phase : Place the card in a district. It'll forbid all moves from or toward this district until the elections.</p>	<p>Effect during Moves phase : Place the card in a district. It'll forbid all moves from or toward this district until the elections.</p>	<p>Effect during Moves phase : Place the card in a district. It'll forbid all moves from or toward this district until the elections.</p>	<p>Effect during Moves phase : Place the card in a district. It'll forbid all moves from or toward this district until the elections.</p>
<p>Basic Joker</p> 	<p>... On a personal Thank You note ...</p>	<p>Effect during Moves phase : This card has no effect on the moves and can not be played during the Move Phase.</p>	<p>Effect during Moves phase : This card has no effect on the moves and can not be played during the Move Phase.</p>	<p>Effect during Moves phase : This card has no effect on the moves and can not be played during the Move Phase.</p>	<p>Effect during Moves phase : This card has no effect on the moves and can not be played during the Move Phase.</p>	<p>Effect during Moves phase : This card has no effect on the moves and can not be played during the Move Phase.</p>
<p>Super Joker</p> 	<p>Watch Out... You're sending your best units in the action ... You can use this card <u>only once per round</u>.</p>	<p>Effect during Moves phase : Your Choice • Move all the Militants of a district part of them 2 districts away, altogether or scattered. • Hire 2 new Militants (any color) and place them anywhere in town. • Remove 1 Representative already elected (you lose you Joker PERMANENTLY).</p>	<p>Effect during Moves phase : Your Choice • Move all the Militants of a district part of them 2 districts away, altogether or scattered. • Hire 2 new Militants (any color) and place them anywhere in town. • Remove 1 Representative already elected (you lose you Joker PERMANENTLY).</p>	<p>Effect during Moves phase : Your Choice • Move all the Militants of a district part of them 2 districts away, altogether or scattered. • Hire 2 new Militants (any color) and place them anywhere in town. • Remove 1 Representative already elected (you lose you Joker PERMANENTLY).</p>	<p>Effect during Moves phase : Your Choice • Move all the Militants of a district part of them 2 districts away, altogether or scattered. • Hire 2 new Militants (any color) and place them anywhere in town. • Remove 1 Representative already elected (you lose you Joker PERMANENTLY).</p>	<p>Effect during Moves phase : Your Choice • Move all the Militants of a district part of them 2 districts away, altogether or scattered. • Hire 2 new Militants (any color) and place them anywhere in town. • Remove 1 Representative already elected (you lose you Joker PERMANENTLY).</p>